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DUNGEON®

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DUNGEON®

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Rollin' Rollin' Rollin'

By Christopher Perkins

Dungeon hasn't published an AD&D® adventure since Issue #81. With this month's release of *Against the Slave Lords*™, a hardcover compilation of the classic "A" series adventures, we asked Rob Schwalb to write a true AD&D sequel to the original Slave Lords series. "The Last Slave Lord" not only provides a fitting capstone for the Slave Lords series but also addresses a glaring continuity error in the original series—one that has vexed me since I was a teenager.

There was one Slave Lord who appeared both in module A3 and in module A4, though his name changed without explanation. In module A3, the villain was an evil cleric named Stalman Klim; in module A4, his name changed to Mordrammo. With a little help from Allen Hammack and Lawrence Schick, the original writers of those two adventures, Rob Schwalb has addressed the gaff while simultaneously delivering what we hope is a classic AD&D adventure experience. If you'd rather play "The Last Slave Lord" as a stand-alone 4th Edition adventure, no problem: We've provided 4th Edition statistics for the various monsters and NPCs. Armed with those, it's surprisingly easy to adapt the adventure for any 4th Edition campaign.

In other news, a lot of folks have requested more epic-tier adventures. Unfortunately, we don't receive very many great pitches for high-level adventures. To address the demand for more epic-level content, I pitched an idea to Will Doyle, author of "Tears of the Crocodile God" (*Dungeon* 209) and "Glitterdust" (*Dungeon* 211). The idea was simple: *a pyramid rolling across the desert, crushing everything in its path*. Will pounced on the concept, and after we fleshed out the details, he locked himself inside a dusty crypt for two months to compose a first draft. "The Rolling Tomb" has the hallmarks of an instant D&D classic: striking locations, memorable encounters, and villains to die for. Will's adventure not only features a host of epic-level threats but also has appropriately dire consequences if player characters fail to halt the rolling pyramid's advance!

We have several awesome illustrations and maps in this issue, but we blew our art/map budget to get them. That's why the issue contains two adventures instead of three. We had to bump the third adventure—a short adventure about a possessed ranger—to next month so that it could get the art and map treatment it deserves. "The Last Slave Lord" and "The Rolling Tomb" are both meaty, rollicking adventures, so I don't feel like this issue skimps on awesomeness. Still, I expect to catch some flak, so bring it on!

With this issue, we bid a fond farewell to two longtime members of our team: Kim Mohan and Angie Lokotz. Kim and Angie were employees of TSR who joined the Wizards family (along with the rest of TSR) in 1997, and they both retired on May 31st. The ezines will keep rollin' along, but we wish Kim and Angie all the best as they set out on new adventures.

May 31st also marked the closing of our most recent submission window. A hearty "thank you!" to everyone who submitted an adventure pitch or three; you can expect a reply in short order. Our small but feisty team is devouring the contents of the submissions inbox, and we expect to clear it out by month's end.

The Rolling Tomb

A D&D® adventure for characters of levels 21-23

By Will Doyle

Illustrations by William O'Connor

Cartography by Jason A. Engle

Stirred by ancient prophecy, the pyramid-tomb of a long-forgotten king grinds across the desert, flattening everything in its path. The nomads say the end of the world has come—that the dead king travels to the place where land meets sky, and that he shall bring down the heavens with a single blow of his hand.

The guardians of the Well of Stars offer an abundance of riches to whoever breaks inside and stops the tomb before it crushes their home. With the sands of time flowing against them, only the bravest adventurers can unravel the tomb's mysteries and put an end to its relentless advance.

"The Rolling Tomb" is designed for characters just beginning their ascent into epic levels. Characters who survive the adventure should earn enough experience points to gain at least one level. The adventure can be adapted for any desert campaign setting.

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Background

Magic wishes forged the ancient realm of King Akkamendes. Marooned by pirates on a barren shore, the young noble uncovered a djinn trapped inside a bottle. The djinn offered him three wishes in return for its freedom. Dying of thirst, Akkamendes wished for water, which the djinn provided by raising a verdant oasis from the sands. When the noble wished for wealth, a grand villa appeared beneath the palms. Awed by the djinn's power, Akkamendes asked if more of its kind had been trapped. Learning they had, the cunning noble spent his final wish to have another djinn brought before him, and he bargained with the second djinn for more boons.

Finding captive djinn became his life's work, and Akkamendes grew expert at bartering with them for power. As his kingdom grew, his agents scoured the planes for the magic vessels that held djinn prisoners. Diamonds were showered over those who recovered such prisons, while those who hid them—or dared use them—were hunted down and slaughtered.

When he died, Akkamendes was entombed inside a great pyramid on the shores of his oasis. A hundred nations bowed before his throne. At his deathbed, his prophets proclaimed that the kingdom would last until the seas rose up to claim it—a day of cataclysm heralded by the appearance of a blazing red star.

It was not to be so. Akkamendes's realm eventually fell, and the desert swallowed it up. His name forgotten, the ruin of his pyramid became his only legacy, lost within the shifting sands.

Now a crimson comet has appeared in the heavens, awakening an ancient enchantment deep inside the pyramid. With his dying wish, Akkamendes asked his wizards to prepare a safeguard for the deluge: a dormant spell that would move his tomb to the distant highlands of his birth. Shuddering from the ground on mighty rollers, the tomb of Akkamendes has now begun its great exodus, heedless of all who stand in its path.

Running the Adventure

In addition to exploring the Rolling Tomb of King Akkamendes, the heroes must negotiate with various powerful beings, including a false prophet, a sly tomb robber, various guardians, and a greedy blue dragon.

As DM, you should be prepared to oversee a small cast of powerful nonplayer characters with wildly conflicting agendas. NPCs with a vested interest in the tomb are called out in sidebars throughout the adventure. Each should respond to the adventurers' actions as best befits the story.

Setting

Choose a desert setting appropriate to your campaign world, reworking any flavor as required. With some minor changes, the whole adventure could even be transported outside the desert. Since its destination lies so far away, the Rolling Tomb could be encountered anywhere along its route, from the depths of the jungle to the crags of the highlands.

Tracking Time

The amount of time the characters have to stop the Rolling Tomb is intentionally left open. Some groups find time limits frustrating, while others revel in the sense of urgency such limits create.

If a time limit is imposed, be aware that the characters must make at least one major excursion outside the tomb to complete their quest. It is recommended that you keep the time limit supple, bringing it into play only when the end is clearly in sight.

Adventure Hooks

A red comet has appeared in the southern skies, burning night and day. After you introduce the comet to your campaign, the following hooks can lure the characters toward the Well of Stars.

Prophecy

Astrologers around the world are scrambling to interpret the significance of the eerie cosmic visitor. One reading suggests dire consequences: an ancient prophecy states, "The sun sets forever when the red eye rises in the heavens and the Well of Stars falls." Priests of Pelor dispatch the characters to locate the "Well of Stars" and uncover its role in the prophecy.

Revenge

The Rolling Tomb pulverized the town where one of the characters was born, and raiders following in the tomb's wake butchered many of the survivors. A few refugees who fled into the desert can explain the danger now facing the Well of Stars, allowing those of good conscience to ride ahead and warn its inhabitants.

Shady Contract

A greedy caliph offers a ransom in diamonds to adventurers who can save the Well of Stars—a holy oasis that nomadic tribes of the desert watch over—from destruction. The characters might be approached by the caliph's envoys or might discover the news from a captive adversary. Either way, finding out why the caliph has so much invested in the oasis should be reason enough to investigate.

Crossing the Desert

Those who brave the wastes must take sensible precautions to protect themselves. Characters must endure the blazing heat (see "Environmental Dangers" in the *Rules Compendium*, page 178–180). Each character must consume at least one gallon of water per day to avoid dehydration. In the harsh desert heat, a character can endure just two days without water before starting to die of thirst.

Navigation

Plotting a course through the desert is not easy. Mirages confound the view of the horizon, sand slides underfoot, and the glaring sun blinds the eyes. Any character guiding the party must make a DC 19 Nature check each morning to avoid getting lost and delaying the quest by another day.

Sandstorms

Each day there is a 20 percent chance of getting caught in a sandstorm. The sandstorm increases the DC of Nature checks made to avoid getting lost to 26 and the DCs of any Endurance checks for the day up by one difficulty level.

The Well of Stars

The Well of Stars is a magical oasis with the power to revive the dead. Those who've bathed in its waters are resurrected there when they die, making it a compelling destination for rich pilgrims.

The Well of Stars is considered a holy site by the desert nomads, who proclaim that its waters are blessed by Jahu, a many-headed camel god thought by some to be an aspect of Avandra.

One who receives the well's blessing must dive alone into its bottomless depths, where he or she is lost for many hours. While the supplicant is gone, a lifelike impression of his or her face grows from the crystals lining the cave roof above. The supplicant reemerges from the waters as though waking from a dream, with no memory of what happened below. If the supplicant dies, the crystal mask shatters into the water, and the supplicant bursts from the water's surface not only restored to life but also fully healed.

Denizens: Up to two hundred nomads camp around the Well of Stars alongside a small crew of servants and guardians. A secretive coalition of desert sheiks called the Constellation oversees the use of the well's powers. No laws govern the oasis, but the Constellation's red-robed warriors (the Jahudarai) are on hand to keep the peace.

The nomads are interested in trade, and their caravans carry a wide variety of goods. Deals take place around the campfires, under the watchful eyes of caravan guards.

The Bottled Spider: Carved into a sandstone crag at the water's edge, the inn known as the Bottled Spider derives its name from the living phase spider kept on display in its common room.

The Rolling Tomb Approaches: As the DM, you decide whether the denizens of the oasis are aware of the enormous threat trundling toward them. If they know about the Rolling Tomb, a mood of apprehension and alarm hangs over the site. Some nomads are packing up the caravans, while others pray for salvation. If the oasis is unaware of the threat, panicked riders soon turn up carrying the bad news. Either way, a pair of red-robed warriors approaches the characters shortly after their arrival and summons them before the Constellation.

Meeting the Constellation

The characters dine with the members of the Constellation inside a luxurious tent. The sheiks say desert spirits have communed with them and confirmed their oasis is in great peril. They don't know where the Rolling Tomb is headed or what lies within, but they offer the party eighteen astral diamonds (180,000 gp) and a single use of the well's power for stopping it.

MAJOR QUEST: STOP THE ROLLING TOMB
21st-Level Major Quest (3,200 XP per character)
The characters earn the quest reward if they protect the Well of Stars from the Rolling Tomb.

RITUAL OF REBIRTH

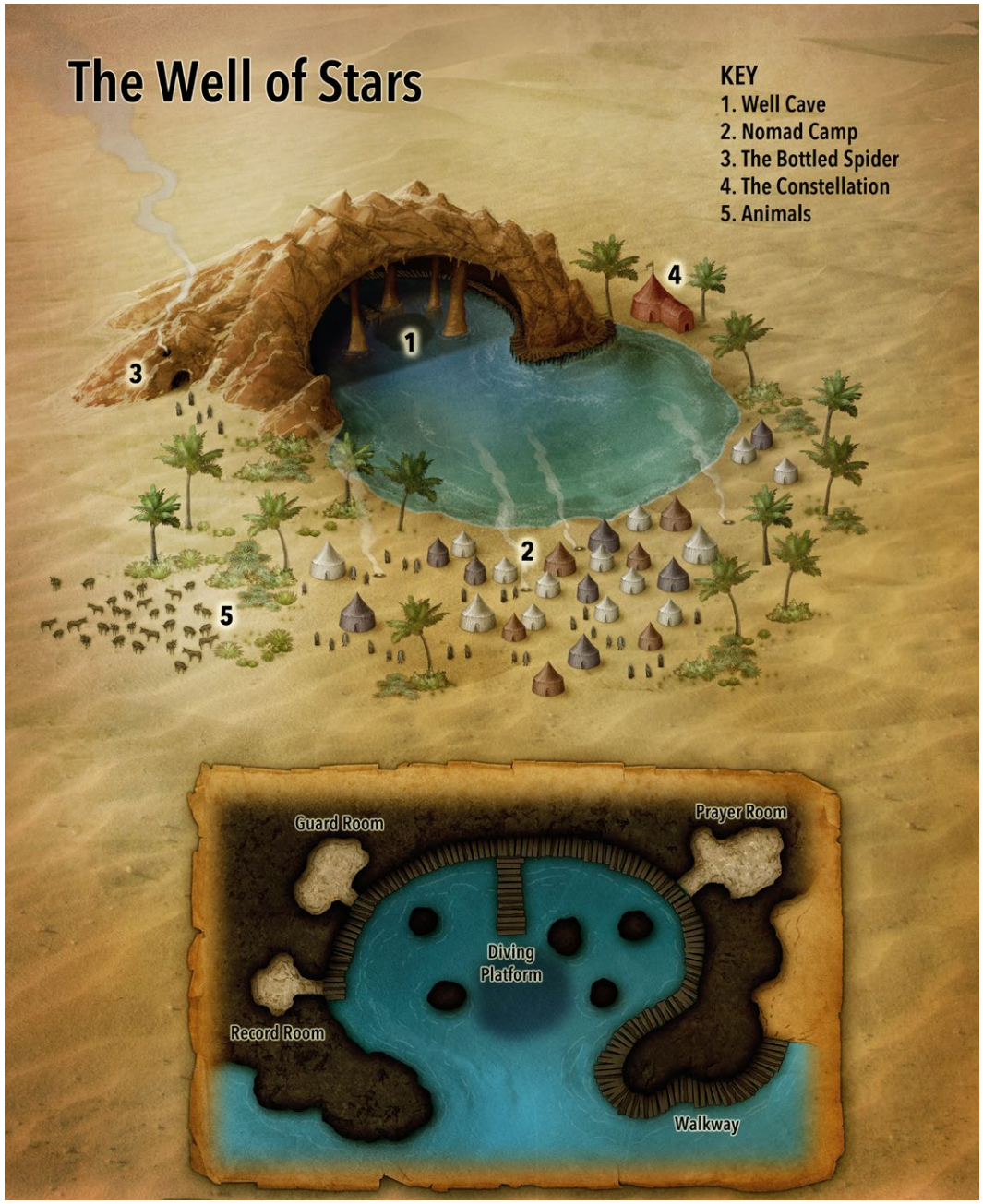
As death grips your soul, your body is reborn in the crystal waters of the Well of Stars.

Level: 20
Category: Restoration
Time: 8 hours
Duration: Special
Component Cost: Special
Market Price: –
Key Skill: None

You perform this ritual at the Well of Stars, attuning your body to the site so you return there if you are killed. On the first round after you die, your body and all your possessions disintegrate and reform at the well. You return to life as if you had taken an extended rest and are freed of any temporary conditions suffered at death. The ritual works even if you died on another plane, and you do not suffer a death penalty after returning to life.

You cannot be restored to life if you have been petrified or if you died of old age.

The Constellation charges 300 gp for heroic-tier characters to use the well, 3,000 gp for paragon-tier characters, and 30,000 gp for epic-tier characters. The magical properties of the well can be used only once per character.



Characters succeeding on a DC 26 Diplomacy check can persuade the Constellation to give them half of the diamonds in advance. (See the "Ritual of Rebirth" sidebar for more information on the well's ritual of revivification.) Gaining access to the well is more difficult: Given the length of the ritual, the adventurers must succeed on a DC 36 Diplomacy check to convince the Constellation that they should use it before they leave to confront the Rolling Tomb.

The Jahudarai

The Well of Stars is defended by a cadre of twenty red-robed warriors called the Jahudarai ("the beloved of Jahu"). These brooding sentinels watch over the well cave, refusing entry to all but those chosen by the Constellation. Years of living underground have coated their eyes with the same crystals that grow in the well, giving their gaze an unsettling iridescent sheen. Those who look into the eyes of the Jahudarai for too long are said to see unfamiliar stars reflected in their depths.

The Jahudarai have sworn never to leave the oasis. Characters breaking into the well cave or causing trouble inside the camp soon find themselves on the wrong side of the red warriors' scimitars.

Jahudarai Warrior	**Level 20 Skirmisher**
Medium natural humanoid, human	XP 2,800
HP 184; **Bloodied** 92	**Initiative** +18
AC 34, **Fortitude** 32, **Reflex** 33, **Will** 32	**Perception** +20
Speed 6	Blindsight 5

Traits

Astral Insight

The warrior gains a +5 bonus to all defenses against attacks that occur on the warrior's turn.

Standard Actions

⊕ **Scimitar** (weapon) ✦ **At-Will**

Attack: Melee 1 (one creature); +25 vs. AC

Hit: 3d8 + 15 damage, and the target is marked by the warrior until the end of the warrior's next turn.

Effect: The warrior shifts 1 square.

Minor Actions

✧ **Dust of Distraction** (teleportation) ✦ **Encounter**

Attack: Close blast 3 (creatures in the blast); +23 vs. Fortitude

Hit: The target is blinded and dazed until the end of the warrior's next turn.

Effect: The warrior teleports to a square in the blast.

Triggered Actions

Sand Step (teleportation) ✦ **At-Will**

Trigger: An enemy within 5 squares of the warrior who is marked by the warrior makes an attack that does not include the warrior as a target.

Effect (Immediate Reaction): The warrior teleports to a square adjacent to the triggering enemy and makes a basic attack against the enemy.

Skills Insight +20, Religion +18

Str 20 (+15)	**Dex** 22 (+16)	**Wis** 20 (+15)
Con 16 (+13)	**Int** 16 (+13)	**Cha** 18 (+14)

Alignment unaligned **Languages** Common

Equipment red robes, scimitar

The Rolling Tomb

The Rolling Tomb is at least four days' travel from the Well of Stars. The adventurers spot a pillar of dust on the horizon on their final day of travel.

When the characters approach the tomb, read:

Rolling across the desert is a pyramid so great that it blots out the sun as you draw near. A two-hundred-foot-tall statue of a king seated on his throne is carved into its forward face, his gaze fixed on the horizon and his eyes burning with green fire. A vast stone door is cut into the rock beneath the king's throne, and the statue clutches an open scroll in its hands. Colossal sandstone rollers propel the pyramid forward, pushed by teams of emotionless sand golems.

A ramshackle shantytown made of wooden sleds, tarpaulins, and cargo nets drags behind the pyramid on a network of ropes. Desert folk march alongside in the hundreds, their arms outstretched to the heavens. As the pyramid rolls closer, you can hear them chanting: "Ak-ka . . . men-des. Ak-ka . . . men-des."

Pyramid Exterior

Exploration Encounter (5,600 XP)

The pyramid is 500 feet high with a base 840 feet wide. Its sides are clad in smooth casing stones that have weathered away in places to reveal crumbled steps. The whole edifice sits astride a bank of 50-foot-high rollers.

Rollers

The tomb's rollers were built to support several million tons, making them practically impervious to damage. Creatures unlucky enough to get caught beneath are crushed to death.

Sand Colossi: The sand colossi that push the tomb have been conjured by djinn magic. Forty colossi toil in unison, shunting the pyramid forward at a speed of approximately four miles per hour. They do not fight and are immune to damage, their forms regenerating from the desert sands as soon as any damage takes place.

Scaling the Rollers: A nonflying character can reach the pyramid by grabbing onto one of the rollers and riding it up to the pyramid's base (requiring a DC 19 Athletics check to hold on). After the character reaches the roller's apex, he or she can leap to the pyramid lip and then clamber the remaining distance to safety with a successful DC 19 Athletics check. Those climbing the ropes from the refugee camp trailing behind the pyramid have an easier job overall (no check required), but risk being pelted with rocks by angry worshipers below.

Statue

A carved figure of King Akkamendes is seated on a throne with an open scroll in his hand. Weathered hieroglyphs are carved into the scroll's surface, which characters can translate using Comprehend Languages, Decipher Script, or similar ritual magic. The inscription is a clue for passing through the traps in area 1. Characters can read the scroll only if they climb onto the statue's lap, which exposes them to the Gaze of Akkamendes (see below).

The stone scroll reads as follows:

"I am Akkamendes the Devourer. First to fall before my legions was the Lion Throne of Ashkar. The swords of mighty Arkos fell next, throwing open the gates to the Serpent Kingdom of Sephalonia. Next I burned moon-blessed Nyria, pride of the great twin cities, to the ground. The skull warriors of Delphos and then the sun worshipers of Nemin bowed before me before I reached across the oceans to seize Xerlot, city of the stag, on the farthest shore."

The kingdoms mentioned on the stone scroll are long gone and all but forgotten.

The Gaze of Akkamendes

The statue's eyes burn with green fire. The magic of the pyramid can be channeled through them to blast obstacles standing in its path. Any creature that starts its turn within 100 feet of the statue's head takes 20 force damage. The eyes cannot be disabled or damaged.

Tomb Entrance

Tomb robbers have already forced open the door to the pyramid, leaving it slightly ajar. Characters passing through appear in the Entry Hall (area 1).

Refugee Camp

Hundreds of refugees have been scooped up into the makeshift camp that follows the pyramid. The mad prophet Agonias rules over them from a ramshackle throne at the heart of the settlement.

The refugee camp is built from the wreckage of towns crushed by the tomb. Ugly platforms lashed together from masonry, roof timber, and chariot wheels trail behind the pyramid on thick lengths of rope and chain. Only the privileged are allowed to ride on the rigs—others must march alongside and chant. Food is limited to what the refugees brought with them, water is unfairly rationed, and disease is spreading. Vultures circle overhead, hungry to feed on the trail of the dead that litters the tomb's path.

Roll on the following table to add color to the camp as the adventurers move through it. Stress the manic appearance of the refugees, their bizarre rituals, and their crazed behavior. Most of them see the tomb as a harbinger of the apocalypse and believe that all hope is already lost.

d10	Event
1	Suicidal worshipers throw themselves beneath the tomb's rollers.
2	A line of flagellants trudges past, flogging their own bare backs.
3	A lost child stumbles through the crowd, calling out for her mother.
4	An old woman hands out flowers, saying that they'll bring luck in the afterlife.
5	One of the rigs capsizes and is torn apart.
6	The blind king's priests move through the crowd offering water to the faithful.
7	A refugee collapses from exhaustion and is trampled by those following behind.
8	Orphaned children push through the crowd, picking the pockets of those they pass by.
9	A blacksmith brands the faithful with the symbol of the red comet.
10	A man falls and is torn to pieces while trying to hang flowers around a sand colossus's neck.

Court of the Blind King

Roleplaying Encounter

Visitors to the camp are directed to Agonias, the "blind king"—the closest thing the refugees have to a leader. Agonias claims Akkamendes speaks through him and can grant salvation to those he chooses. Though he has many worshipers, the blind king's true power springs from the *decanter of endless water* he keeps at his side. Those who serve him well are granted the gift of water, while those who displease him die of thirst.

When the characters approach Agonias, read:
A huge wagon built from salvage emerges from the dust, its chassis lashed to the pyramid by creaking ropes. An old man is enthroned on the wagon's back, wearing nothing but a loincloth, a headdress, and a blindfold. A long scroll is draped across his lap, and an earthen flask sits by his side. Robed men and woman kneel at his feet, fanning his body with palm fronds.

Any character who succeeds at a DC 19 Perception check also sees that the parchment held in Agonias's hands is some kind of scroll.

Agonias wears the blindfold to show that all are equal in his eyes, while the scroll supposedly lists the names of those he's chosen for salvation. The blind king gladly speaks with the adventurers when they arrive. He's certainly crazy, but he's not stupid enough to risk taunting them until he works out who they are. Below are some answers to questions that Agonias might be asked.

"Who are you?"
"I am Agonias, heir to Akkamendes. The god king has appointed me as his voice in this age. When the end comes, only those I have chosen shall ascend to paradise. All others shall drown in dust!"

AGONIAS, THE BLIND KING

This aged seer leads the vagabond community of refugees that lives behind the tomb's rollers. The self-proclaimed heir to Akkamendes promises salvation to all who bow before him, but he is actually a dangerous madman who'll do anything to keep his grip on power.

Confident that the tomb will devour the adventurers, Agonias poses no immediate threat to them. He moves against the characters only if he learns they're making progress inside. When he does act, he prefers to do so surreptitiously by having his servants poison the party's water or slip poisonous vipers into their bedrolls while they're sleeping.

"Why do your people follow this tomb?"
"The Rolling Tomb has smashed our homes. Now we travel to the ends of the earth, where the god king shall strike down the sky with the palm of his hand and bring an end to this rotten world!"

"What do you know of Akkamendes?"
"Akkamendes is the herald of the end of times. The world fell before his legions long ago, and his golden empire stretched from sea to sea. Now his tomb rises from the desert to bring about the final cataclysm. Are you ready for the end?"

"What dangers lie inside the pyramid?"
"The Rolling Tomb of Akkamendes devours all who enter it. When the end comes, I alone shall venture into the pyramid and return with my master at my side, and together we shall open the gates to paradise!"

"Who or what controls the tomb?"
"The will of Akkamendes himself! He cares nothing for those who stand in its path, for all shall be ash soon enough. Nothing matters now save for repentance!"

"How can we stop the tomb?"
"You could no more stop the tomb than you could stop the whirlwind or staunch the rising tide. Behold the red star above! Can you not see all is lost?"

Agonias used his scroll to decipher the hieroglyphics on the statue. His crazed faith is based on what he read there, but he keeps the exact words a closely guarded secret.

Neve

One of the blind king's handmaidens makes contact with the characters soon after their meeting. Neve is a plain half-elf in her thirties, with a face easily forgotten in a crowd. She confesses her thoughts about the tomb after she's out of sight of the other refugees.

Once Neve introduces herself, read:
"Listen. You know as well as I do there's no apocalypse coming. I don't care where that tomb's headed, but I'm betting it's carrying a whole world of treasures inside. I know a thing or two about lifting gold, but I'm not interested in fighting whatever's in there. Maybe we can help each other? What do you say?"

Neve offers to join the party as a companion character. She's favored by the blind king and can even pull strings to clear a rig for the characters to rest on between expeditions.

Sending Stone: Neve conceals a *sending stone* that she uses to communicate with Sacrademus.

Neve	**Level 21 Leader**
Medium natural humanoid, half-elf	
HP 134; **Bloodied** 67; **Healing Surges** 10	**Initiative** +16
AC 36, **Fortitude** 32, **Reflex** 36, **Will** 34	**Perception** +21
Speed 6	
STANDARD ACTIONS	
⊕ **Short Sword** (weapon) ✦ At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d6 + 16 damage, or 4d6 + 16 damage if Neve has combat advantage against the target.	
⊛ **Magic Missile** (force) ✦ **At-Will**	
Effect: Ranged 20 (one creature); 19 force damage.	
MINOR ACTIONS	
✧ **Opportunistic Piety** ✦ **Encounter**	
Effect: Close burst 5 (Neve or one ally in the burst). The target can spend a healing surge and regain an additional 5d6 hit points.	
Skills Dungeoneering +21, Thievery +21	
Str 14 (+12) **Dex** 22 (+16) **Wis** 22 (+16)	
Con 16 (+13) Int 19 (+14) **Cha** 20 (+15)	
Alignment evil **Languages** Common, Elven	
Equipment short sword, *sending stone*	

NEVE'S AGENDA

The blind king's handmaiden is actually a spy for the blue dragon Sacrademus. Posing as a simple thief, Neve accompanies adventuring parties inside the pyramid and then robs them of their belongings when they perish. Though she hasn't ventured far, Neve's last delve brought her the bottled soul of the genie Khan Emek, which pleased her master greatly.

Neve plays her cards very carefully if she joins the party, keeping out of direct conflict and memorizing all that she sees. She never mentions that she's been inside the pyramid before. If the characters capture one of the genies, Neve attempts to steal it from them and deliver it to her draconic master.

Inside the Tomb

The whole tomb trembles along with the motion of its rollers. Ancient hieroglyphics pulse with power on the sandstone walls, and torches flicker to life when creatures approach.

Unless stated otherwise, ceilings are 15 feet high inside passageways and 25 feet high in rooms. Sand covers most floors, but not enough to impede movement. The tomb is well lit by magic torches; exceptions are noted in the room descriptions.

Genie Wards

Akkamendes made sure his tomb was protected from the genies he'd manipulated in life. Powerful wards were built to prevent their entry and forever entrap those he'd entombed inside.

Genies entering the tomb take 50 psychic damage at the start of every turn they remain inside. A genie imprisoned within a magic lamp or mirror can be carried safely through the tomb without taking damage. The four elemental prisons (areas 4, 5, 6, and 7) are also safe, since they exist outside the confines of the pyramid walls.

Aegis, the Tomb's Defender

The tomb is powered by a living spell drawn from the imprisoned souls of four great genies. Aegis is the tomb's caretaker and protector, performing her duties with unfaltering loyalty. Though bound to the pyramid's core, she can call upon the genies to manifest her powers anywhere inside its walls.

Formed out of sand by King Akkamendes and his wizards, Aegis was granted the gift of free will and knows how to manipulate emotions. Although she has no true feelings of her own, she is skilled in flattery and beguilement, and she has a knack for detecting her enemies' weaknesses. Aegis is the main antagonist in the Rolling Tomb and should be used to imperil the adventurers' every step.

Intruders are detected as soon as they set foot in the pyramid. Aegis can attune her gaze to spy on any part of the tomb, but she cannot hear what's happening unless she manifests in person. If she determines the intruders are a threat, she starts wielding her magic against them. Whenever Aegis is observing intruders, anyone trained in Arcana and with a passive Arcana of 26 or higher can sense her scrying. Actively detecting her scrying requires training in Arcana and a successful DC 26 Arcana check.

Aegis gains access to the following powers each day. She can use her magic only within the confines of the pyramid and its elemental prisons, and she can use one power per encounter. Her powers can affect only the pyramid's monstrous guardians or her allies. If Aegis uses a power, she does so at the start of a round.

Many of Aegis's powers are linked to her captive genies, and they can be cast only if the genie in question is still bound to the pyramid.

4 Decay Mummies	Level 23 Minion Brute
Medium natural humanoid (undead)	XP 1,275 each
HP 1; a missed attack never damages a minion.	**Initiative** +15
AC 35, **Fortitude** 37, **Reflex** 34, **Will** 32	**Perception** +13
Speed 5	Darkvision
Traits	
☼ **Decaying Aura** (necrotic) ✦ **Aura** 1	
Enemies in the aura are weakened. Any enemy that ends its turn in the aura takes 10 necrotic damage.	
Standard Actions	
⊕ **Decaying Slam** (necrotic) ✦ **At-Will**	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 15 necrotic damage.	
Str 22 (+17) **Dex** 18 (+15) **Wis** 14 (+13)	
Con 18 (+15) **Int** 2 (+7) **Cha** 4 (+9)	
Alignment unaligned **Languages** –	

Eye of the Storm: Aegis can use this power only if Skylord Ossivir is still imprisoned in area 4. Once per day, Aegis can create an aura of swirling wind around one of her allies. Any adventurer that starts his or her turn more than 5 squares away from the target takes 10 thunder damage and is slowed until the end of his or her next turn. The aura lasts until the end of the encounter or until the ally dies.

Flame Shield: Aegis can use this power only if Pasha Bazan is still imprisoned in area 5. Once per day, Aegis can protect one of her allies from ranged attacks. Whenever the target takes damage from a ranged attack, the attacker is struck by a fiery backlash for 20 fire damage. The effect lasts until the end of the encounter or until the target takes cold damage or dies.

Hypnotic Mist: Aegis can use this power only if Zhara the Oceaness is still imprisoned in area 6. Once per day, Aegis can wrap one of her allies in mist, granting the ally partial concealment until the end of the encounter. Whenever an attacker misses the ally with a melee or ranged attack, the ally slides the attacker up to 5 squares.

Manifest Body: Aegis uses this power to conjure an illusory double into an empty square within the dungeon. The illusion cannot be moved, and it lasts only until the start of the next round. Though she can't use her powers through the illusion, Aegis can use the seeming to address the characters or warn them away from the pyramid.

If conjured during combat, any monstrous allies starting their turn adjacent to the figment immediately end any dazing, stunning, or dominating conditions currently affecting them.

Conjure Mummies: Aegis conjures four decay mummies, which appear within 5 squares of one another. The mummies roll initiative as normal and last until the end of the encounter.

Tomb Entrance

The tomb's entrance is designed to test the mettle of all but the strongest opponents. Aegis uses the trials here to gauge her enemies' weaknesses.

1. Hall of Triumph

Level 21 Combat Encounter (18,400 XP) and Trap/Hazard (3,200 XP)

This deadly hall protects the pyramid's royal chambers. To break inside, adventurers must battle the dead king's guardians across a booby-trapped floor.

Light: Bright (everburning torches).
Monsters: 1 dark naga, 6 ragewinds.
Traps/Hazards: Collapsing floor puzzle.

When the characters enter this chamber, read:
Hundreds of carved stone arms extend from the walls of this hall, clutching a glittering array of knives and scimitars. The floor beneath is a vast iron grille, its surface wrought into an elaborate pattern of serpents, lions, moons, and other symbols. The titanic rollers grind underneath, kicking up clouds of dust and grit.

Staircases exit the hall to either side, and a set of giant adamantine doors stands at the far end. An image of the dead king is embossed on the doors' surface, his hands holding a pair of elaborately engraved scrolls. More hieroglyphs are carved into a plaque above the door.

The message above the doors reads, "Let my victories be carved in stone for all time." Underneath this, the left-hand scroll reads, "The path to glory is paved in conquest," and the right-hand scroll reads, "Order echoes back and forth through time." As before, the characters need access to a Comprehend Languages or Decipher Script ritual to translate these messages.

The doors are impervious to magic and cannot be forced with anything less than godly strength (DC 40 Athletics check).

Collapsing Floor

Each symbol on the floor represents one of the forgotten kingdoms that Akkamendes conquered to forge his empire. The doors at the far end open only if someone steps on the symbols in the correct sequence. If adventurers step on the wrong symbol, the floor collapses beneath them and pitches them into the rollers. As shown on the map, the symbols in their correct sequence are as follows:

1: Lion (Ashkar)
2: Sword (Arkos)
3: Serpent (Sephalonia)
4: Moon (Nyria)
5: Skull (Delphos)
6: Sun (Nemin)
7: Stag (Xerlot)

Players can identify the kingdoms by translating the stone scroll held by the statue outside (as hinted by "Let my victories be carved in stone for all time"). The layout of symbols on the floor can then be used to identify the rest.

Characters must step on the kingdoms in the order in which Akkamendes conquered them to

Collapsing Floor Puzzle	Level 21 Trap
Terrain	XP 3,200
Detect Perception DC 19	**Initiative** –
Immune attacks	

Triggered Actions

Collapse ✦ At-Will

Trigger: A creature moves onto a tile that is not in the proper sequence.

Attack: Melee 1 (the triggering creature and each creature on the floor section); +24 vs. Reflex

Hit: The 10-foot-square section of floor underneath the triggering creature collapses. Creatures on that section of floor are caught between the rollers and grabbed (escape DC 26). A creature takes 40 damage each time it starts its turn grabbed by the rollers.

Miss: The target slides 1 square into an unoccupied square. If it cannot or does not do so, treat the miss as a hit.

Effect: The triggering tile pivots open and remains open until the end of the encounter.

Countermeasures

✦ **Disable:** Thievery DC 26 (standard action). *Success:* The mechanism on a tile adjacent to the character is disabled, preventing it from opening. Doing so also prevents the tile from being used as part of the unlock sequence unless the character succeeds on the check by 5 or more.

✦ **Open Doors:** After the adamantine doors open, the trap is disabled for as long as they stay open.

✦ **Reset:** Thievery DC 20 (standard action). *Success:* The previously disabled mechanism on a tile adjacent to the character is reset so that it can collapse.

cross the floor safely ("The path to glory is paved in conquest"). A character can also move backward through the sequence ("Order echoes back and forth through time"), even if it means stepping onto a new tile with the same symbol. At least 50 pounds of pressure must be exerted on each tile for the puzzle to trigger correctly. The northern doors open when a character steps onto a stag tile at the end of a complete sequence.

Dark Naga	Level 21 Elite Controller
Large immortal magical beast (reptile)	XP 6,400
HP 404; **Bloodied** 202	**Initiative** +14
AC 36, **Fortitude** 32, **Reflex** 31, **Will** 34	**Perception** +21
Speed 8	Darkvision
Saving Throws +2; **Action Points** 1	

Standard Actions

Tail Sting (poison) ✦ **At-Will**

Attack: Melee 2 (one creature); +26 vs. AC

Hit: 4d6 + 15 poison damage (or 6d6 + 15 poison damage if the target is dazed or stunned), and the target is slowed (save ends).

Psychic Miasma (psychic) ✦ **Recharge** ⚄ ⁞⁞

Attack: Close burst 3 (creatures in the burst); +24 vs. Will

Hit: 4d6 + 10 psychic damage, and the target is dazed (save ends).

First Failed Saving Throw: The target is instead stunned (save ends).

Minor Actions

Lure (charm) ✦ **At-Will**

Attack: Close burst 5 (enemies in the burst); +24 vs. Will

Hit: The target is dazed until the end of its next turn, and the naga can pull the target 1 square.

Skills History +22, Insight +21, Stealth +19

Str 26 (+18)	**Dex** 18 (+14)	**Wis** 22 (+16)
Con 26 (+18)	**Int** 24 (+17)	**Cha** 30 (+20)

Alignment evil **Languages** Supernal

Releasing the Guardians

Completing the puzzle releases the pyramid's immortal guardians.

When the characters step on the final tile, read:

Dead air billows down the hall as the adamantine doors open. Hissing malevolently, a massive serpentine form slithers into the light, a gleaming key hanging from its humanlike head. The creature sweeps its hateful gaze around the chamber and utters a single word of power. The scimitars leap from the walls, swirling together into dancing clouds of shining blades.

The serpentine creature is a dark naga, and the clouds of scimitars form six ragewinds. The naga begins the encounter in the northern doorway. The

6 Ragewinds	Level 18 Skirmisher
Large natural animate (undead)	XP 2,000 each
HP 112; **Bloodied** 56	**Initiative** +16
AC 32, **Fortitude** 31, **Reflex** 31, **Will** 29	**Perception** +15
Speed 10, fly 5	Blindsight 20

Traits

Slashing Aura ✦ Aura 1

An enemy that ends its turn in the aura takes 10 damage, or 15 while the ragewind is bloodied.

All-Around Defense

The ragewind does not provoke opportunity attacks when it moves.

Freedom of Movement

Any immobilizing or slowing effects on the ragewind end at the start of its turn.

Standard Actions

Weapon Fury ✦ At-Will

Attack: Melee 1 (one creature); +23 vs. AC

Hit: 4d8 + 8 damage. If the ragewind is bloodied, it gains 10 temporary hit points.

Rush of Blades ✦ At-Will

Effect: The ragewind shifts up to 5 squares and makes the following attack at any point during this movement.

Attack: Melee 1 (one creature); +23 vs. AC

Hit: 4d8 + 8 damage. If the ragewind is bloodied, it gains 10 temporary hit points.

Steel Whirlwind ✦ Recharge ⚄ ⁞⁞

Attack: Close burst 1, or 2 if the ragewind is bloodied (enemies in the burst); +23 vs. AC

Hit: 4d8 + 21 damage.

Miss: Half damage.

Triggered Actions

Death's Rage ✦ Encounter

Trigger: The ragewind dies.

Attack (No Action): Close burst 5 (enemies in the burst); +21 vs. Will

Hit: The target makes a basic attack against its nearest ally as a free action.

Str 17 (+12)	**Dex** 20 (+14)	**Wis** 13 (+10)
Con 20 (+14)	**Int** 13 (+10)	**Cha** 17 (+12)

Alignment chaotic evil **Languages** Common

ragewinds manifest along the western and eastern walls of the chamber.

Interior Doors

Another set of adamantine doors lies beyond the first. This second set of doors is embossed with sneering genie faces and fitted with a large keyhole in its center. Adventurers can open these doors only by using the key worn around the naga's neck.

Tombs of the Faithful

The king's loyal servants were buried alongside him to watch over his body for all eternity.

2. Tombs of the Magi

Level 21 Combat Encounter (18,400 XP)

Akkamendes's wizards were buried within these vaults. Though many of their belongings have long since crumbled to dust, some treasures still remain.

Light: Bright (magical torches).

Monsters: 4 greater fire elementals, 2 greater water elementals.

When the characters enter this area, read:

Crypts lie ahead, their floors buried beneath layers of sand. Torches mounted on the walls blaze to life as you approach, illuminating faded frescoes and ancient furniture.

The elementals can attack at any time during the party's exploration of this area.

Exploring the Tombs

This region contains the following locations.

2A. Library. The tomes once stored here are ruined, but their ancient shelves still stand.

2B. Crypt. The wizards were buried within alcoves in these walls, draped in their favorite fineries.

2C. Bathhouse. Cleanliness was a virtue for Akkamendes's people. The bathhouse here is unblemished by sand, and cool waters still fill its cisterns.

Treasure

The following treasures can be found in this region: a platinum gong embossed with the furious face of King Akkamendes (5,500 gp); a gallery of paintings depicting Akkamendes' genies doing his bidding (8,650 gp); a set of golden busts representing the djinn under Akkamendes's command (13,750 gp); eight large candles of rare wax embossed with scenes from the king's court (300 gp each); and a satin-lined coffer containing seven golden signet rings from the forgotten kingdoms (7,700 gp). The signets match the symbols on the floor in area 1.

4 Greater Fire Elementals — **Level 21 Skirmisher**
Large elemental magical beast (fire) — XP 3,200 each

HP 187; **Bloodied** 93 — **Initiative** +21
AC 34, **Fortitude** 32, **Reflex** 34, **Will** 33 — **Perception** +11
Speed 12, fly 8 — Darkvision
Vulnerable cold (see *frozen in place*)

Traits

Frozen in Place
Whenever the greater fire elemental takes cold damage, it cannot shift until the end of its next turn.

Standard Actions

Slam (fire) ✦ **At-Will**
Attack: Melee 1 (one creature); +24 vs. Reflex
Hit: Ongoing 20 fire damage (save ends).

Minor Actions

Flickering Flame ✦ **At-Will**
Effect: The elemental shifts up to half its speed.

Triggered Actions

Hungry Flames (fire) ✦ **At-Will**
Trigger: An enemy attacks the elemental.
Attack (Immediate Reaction): Close burst 3 (enemies in the burst); +24 vs. Reflex
Hit: 2d6 + 2 fire damage.

Str 10 (+10) — **Dex** 29 (+19) — **Wis** 13 (+11)
Con 11 (+11) — **Int** 5 (+7) — **Cha** 6 (+8)
Alignment unaligned — **Languages** understands Primordial

A ledger made from etched tin plates is also in this area, and it details how each of the king's genies was won over. Characters translating the hieroglyphs discover that the king's wizards slaughtered Skylord Ossivir's family and blamed the attack on his enemy Pasha Bazan. This is vital information for winning the djinn's aid.

2 Greater Water Elementals — **Level 20 Controller**
Large elemental magical beast (aquatic, water) — XP 2,800 ea.

HP 185; **Bloodied** 92 — **Initiative** +15
AC 34, **Fortitude** 33, **Reflex** 32, **Will** 31 — **Perception** +10
Speed 8, swim 8 — Darkvision
Vulnerable cold (see *sensitive to cold*)

Traits

Aquatic
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Sensitive to Cold
Whenever the greater water elemental takes cold damage, it gains vulnerable 10 against the next attack that hits it before the end of its next turn.

Standard Actions

Slam ✦ **At-Will**
Attack: Melee 1 (one creature); +23 vs. Reflex
Hit: 4d6 damage, and ongoing 15 damage (save ends).

Surging Waves ✦ **Recharge** ⚄ ⁞⁞
Attack: Close blast 3 (enemies in the blast); +23 vs. Fortitude
Hit: 5d6 + 7 damage, and the elemental slides the target up to 5 squares.

Minor Actions

Drowning Essence ✦ **At-Will** (1/round)
Effect: The elemental slides each creature that has ongoing damage from its slam up to 4 squares.

Str 22 (+16) — **Dex** 20 (+15) — **Wis** 11 (+10)
Con 17 (+13) — **Int** 5 (+7) — **Cha** 8 (+9)
Alignment unaligned — **Languages** understands Primordial

3. Household Tombs

Level 21 Combat Encounter (18,050 XP)

The king's wives, concubines, and servants were entombed inside these silent chambers.

Light: Bright (magical torches).

Monsters: 2 greater air elementals, 3 greater earth elementals.

When the characters enter this area, read:

Ancient burial chambers flank the hall before you. A raised stone gazebo stands in the middle of the circular chamber beyond, ringed by stone pillars.

The elementals can attack at any time during the party's exploration of this area.

Exploring the Tombs

This region contains the following locations.

3A. Harem. This extravagant chamber was built to entertain the king in his afterlife, but only crawling beetles dwell here now.

3B. Crypt. The king's wives and servants are entombed within alcoves in these walls.

3C. Larder. This chamber was stocked with enough food to see the king through a thousand years. Nothing but dust remains.

Treasure

The following treasures can be found within these chambers: a *feather boat* (*Player's Handbook*®); a golden tea set engraved with lavish banquets of ancient dynasties (2,500 gp); six emerald wine goblets embossed with Akkamendes's face (2,000 gp each); four ceremonial daggers held in ebony sheathes, their blades made from ruby, emerald, sapphire, and diamond and engraved with glyphs of fire, earth, water, and air (7,500 gp each); an ebony banquet table inlaid with gold engravings of the king's many triumphs (9,500 gp).

2 Greater Air Elementals — **Level 20 Lurker**
Large elemental magical beast (air) — XP 2,800 each

HP 143; **Bloodied** 71 — **Initiative** +22
AC 34, **Fortitude** 31, **Reflex** 33, **Will** 32 — **Perception** +10
Speed 0, fly 10 (hover)
Vulnerable 10 fire

Traits

Phantom in the Wind
The greater air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.

Standard Actions

⊕ **Slam ✦ At-Will**
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 3d10 + 8 damage.

⸸ **Engulfing Winds ✦ At-Will**
Attack: Melee 2 (one creature that can't see the elemental); +23 vs. Fortitude
Hit: The elemental slides the target 1 square into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 20 damage. When the elemental moves, the grabbed creature moves with it, remaining in the elemental's space. The elemental moves at full speed while it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature.

Skills Stealth +23
Str 22 (+16) — **Dex** 27 (+18) — **Wis** 11 (+10)
Con 17 (+13) — **Int** 5 (+7) — **Cha** 8 (+9)
Alignment unaligned — **Languages** understands Primordial

3 Greater Earth Elementals — **Level 22 Soldier**
Large elemental magical beast (earth) — XP 4,150 each

HP 212; **Bloodied** 106 — **Initiative** +11
AC 37, **Fortitude** 35, **Reflex** 32, **Will** 33 — **Perception** +11
Speed 9, burrow 9 — Tremorsense 5
Vulnerable thunder (see *brittle skin*)

Traits

Brittle Skin
Whenever the greater earth elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.

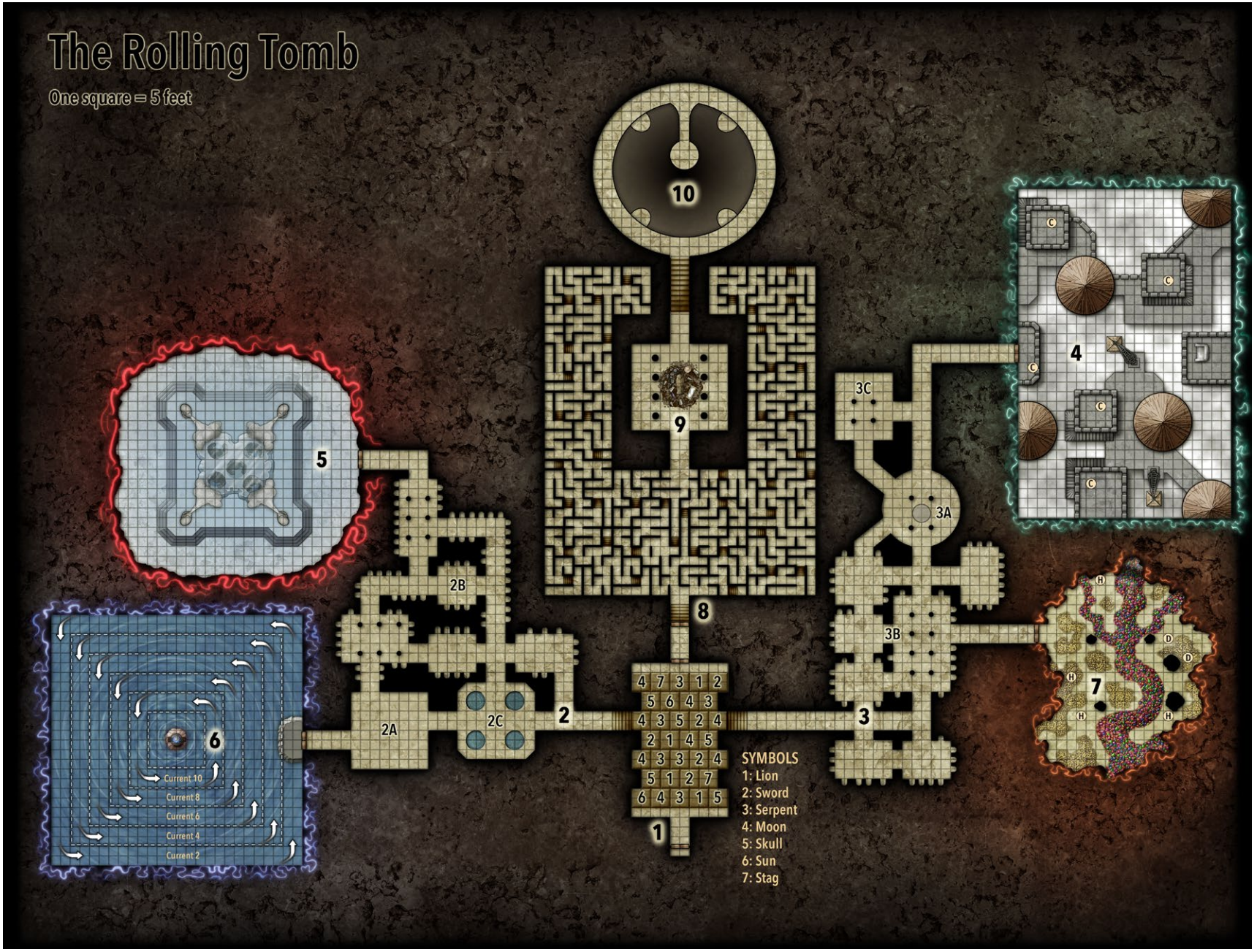
Earth Glide
The greater earth elemental can pass through earth and rock as if it were phasing.

Standard Actions

⊕ **Slam ✦ At-Will**
Attack: Melee 2 (one creature); +27 vs. AC
Hit: 4d8 + 12 damage, and the target cannot shift until the end of the elemental's next turn.

⸸ **Flattening Stomp ✦ Recharge** when first bloodied
Attack: Melee 2 (one creature); +25 vs. Reflex
Hit: 5d8 + 20 damage.
Effect: The target and each enemy within 2 squares of it falls prone.

Str 27 (+19) — **Dex** 6 (+9) — **Wis** 11 (+11)
Con 28 (+20) — **Int** 5 (+8) — **Cha** 6 (+9)
Alignment unaligned — **Languages** understands Primordial


The Rolling Tomb
One square = 5 feet
10
9
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3C
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Current 10
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Current 6
Current 4
Current 2
4 7 3 1 2
5 6 4 3
4 3 5 2 4
2 1 4 5
4 3 3 2 4
5 1 2 7
6 4 3 1 5
SYMBOLS
1: Lion
2: Sword
3: Serpent
4: Moon
5: Skull
6: Sun
7: Stag

Elemental Prisons

The king's wizards imprisoned the four genies inside specially created demiplanes. Powerful arcane conduits link these planes to the pyramid's core, allowing Aegis to draw on each genie's power.

The elemental prisons can be accessed only from inside the tomb. Each demiplane is many miles across but has no remarkable features beyond those mentioned in the encounter descriptions.

About Genies

Genies are a race of creatures native to the Elemental Chaos. Their primordial empire shattered long ago, and the four genie species splintered off to forge their own elemental domains.

Djinns are the masters of elemental air. Their powers of creation were once unrivalled, but they paid dearly for siding with the primordials in their clash against the gods. As punishment, those djinns that survived were condemned to live inside lamps, bottles, and other mundane curios—a punishment that still afflicts many to this day.

The fiery efreets rule from the fabled City of Brass. Their mercantile culture is bound by complex laws of caste and custom and is widely feared for its wickedness. Efreets cannot grant wishes but delight in using their other powers to lay down one-sided bargains.

Marids swim the wild oceans in search of adventure. Though proud and conceited, they value freedom above all things and are easily impressed by flamboyant displays of skill.

The cruel dao carved their underground empire on the backs of slaves. They are obsessed with wealth and power and often wage war against their own kind for control of the gem mines.

The Four Genies

The adventurers must release four powerful genies to stop the tomb: Khan Emek (dao), Skylord Ossivir (djinn), Oceaness Zhara (marid), and Pasha Bazan (efreet). The wizards purposefully chose to power the pyramid with sworn rivals, knowing that Aegis could be defeated only if all four worked together. Even after millennia of imprisonment, Ossivir remains unwilling to help the adventurers unless they find a way to reconcile his ancient rivalry with Bazan.

The other genies are eager to reclaim their stolen soul energy and be rid of the tomb, but they cannot leave their prisons without the characters' help. Luckily for them, the genies' mystic connection to Aegis has granted them some understanding of the tomb's mysteries.

When the characters first speak to a genie, read:

"King Akkamendes's wizards placed me in this prison centuries ago and used a piece of my soul to power his tomb. Three other great genies were also captured, and together our soul energies were combined to create Aegis, the guardian of this tomb.

"Akkamendes believed that a great deluge would one day drown his kingdom. When the cataclysm began, Aegis was to move his pyramid to the highlands of Akkamendes' birth, so he could be remembered forever.

"The only way to stop the tomb—and reclaim my power—is for all four genies to confront Aegis together. Alas, the king's wizards knew this, and placed powerful wards throughout the pyramid that would destroy us if we lingered too long within.

"Worse, between us and Aegis's stronghold is a maze that would assure our death. Aegis can manipulate the maze if she can locate intruders within it. However, I am a lord among genies, tied to her existence. Take me or any of the others into the maze, and we can shield you from her ability to observe and befuddle you. The only way you can do so is to place me into an object that can hold me and carry me into the maze. While inside such an object, I will be immune to the wards in the tomb.

"All I need is a moment with Aegis to claim back my stolen power! We must find a way to reach her!"

The safest way to move the genies through the pyramid is to bottle them inside one of the objects found in area 9, Skylord's Ossivir's *sphere of immurement*, the prison gems in area 7, or the *iron flask* in Fort Jeban. The genies don't know the layout of the tomb, but any of them speculate that the king's tomb could contain such objects.

Statistics are provided on the following pages for each genie in its weakened form. At the DM's discretion, their true powers might be far greater after they've reclaimed their stolen soul energy.

4. Air Genie

Level 22 Combat Encounter (22,650 XP)

Skylord Ossivir surrendered to Akkamendes's mages on one condition: that they imprison his immortal enemy Bazan along with him. As Bazan shivers in his icy vault (area 5), Ossivir lives a life of luxury.

Light: Bright (magical sunlight).
Monsters: 1 djinn stormsword, 4 djinn windbows.
Traps/Hazards: *Sphere of immurement*.
Other Creatures: Skylord Ossivir (djinn skylord)

When the characters enter this chamber, read:

The doorway slides open to reveal an impossible sight. Cold wind bathes your skin as you gaze out over the magnificent spires of a sky castle, its golden domes sparkling above buttermilk clouds. A huge man with blue-white skin is enthroned on a rooftop, holding a crystal ball in his hands.

"What's this?" he roars, looking up. "Who dares disturb my tranquility?" He rises from his throne as the clouds turn dark and thunderous, and lightning flashes within them.

Skylord Ossivir won't speak with intruders until they've proved themselves worthy, so he summons a troop of djinn. Conjured from the raw magic of the pyramid, these guardians form out of stormy clouds and explode in puffs of swirling vapor when killed.

Cloud Castle

The castle's ramparts hang 10 squares above cloud level. Battlemented towers are 12 squares above the clouds, and domed towers are 14 squares. A character standing behind a battlement has cover against attacks coming from the other side.

Characters falling into the clouds are teleported into the genie's *sphere of immurement* (see below).

Flying Carpets

Ossivir knows his forces have an unfair advantage, so at the end of the first round, he laughingly conjures flying carpets in the positions shown (C). If the characters amuse the skylord with a spectacular battle he's more willing to negotiate later.

The carpets function as those found in the *Player's Handbook*, but they have no maximum altitude. A carpet crumbles to dust if it is removed from the chamber.

Sphere of Immurement

Ossivir's "crystal ball" is actually a *sphere of immurement* that is keyed to the magic of the pyramid. The sphere's first two abilities work only within the confines of this chamber; the third ability can be used anywhere.

- When a creature falls into the clouds, it becomes imprisoned inside the sphere (save ends). While imprisoned, the creature can see and hear things outside the sphere, but the creature has no line of effect to anything outside the sphere and can use its actions only to talk to creatures within hearing distance of the sphere. Other creatures have no line of effect to the imprisoned creature. When an imprisoned creature saves, it appears in an unoccupied square nearest where it first fell.

Djinn Stormsword — **Level 24 Soldier**
Large elemental humanoid (air) — XP 6,050

HP 222; **Bloodied** 111 — **Initiative** +21
AC 40, **Fortitude** 38, **Reflex** 36, **Will** 36 — **Perception** +19
Speed 6, fly 8 (hover) — Blindsight 10
Immune disease, poison; **Resist** 15 lightning, 15 thunder

Standard Actions

Scimitar (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +29 vs. AC
Hit: 2d10 + 21 damage, or 6d10 + 41 damage if the stormsword scores a critical hit. Additionally, the stormsword marks the target until the end of the stormsword's next turn.

Spinning Vortex (cold, thunder) ✦ **Recharge** ⚅
Attack: Ranged 5 (one creature); +27 vs. Reflex
Hit: 4d12 + 18 cold and thunder damage, and the target is immobilized (save ends).

Whirlwind Dervish (lightning, thunder) ✦ **Recharge** when an enemy scores a critical hit against the stormsword
Attack: Close burst 2 (creatures in the burst); +29 vs. AC
Hit: 4d8 + 18 lightning and thunder damage.

Minor Actions

Come to Me ✦ **At-Will** (1/round)
Attack: Ranged 5 (one creature); +27 vs. Fortitude
Hit: The stormsword pulls the target up to 5 squares.

Skills Bluff +22, Insight +24
Str 28 (+21) **Dex** 25 (+19) **Wis** 25 (+19)
Con 22 (+18) **Int** 19 (+16) **Cha** 20 (+17)
Alignment unaligned **Languages** Common, Primordial
Equipment scimitar

- When a creature holding the sphere is targeted by an attack that deals damage, the wielder can use a free action to direct the attack against one creature of the wielder's choice that is currently imprisoned within the sphere. If no creatures are imprisoned, the wielder can instead redirect the attack to one ally within 20 squares of the sphere.
- If a genie enters the sphere willingly, the device can transport the genie through the dungeon safely. The genie's actions are restricted as per the first property of the sphere, but the genie can leave the prison by attempting to do so as a move action and succeeding on a saving throw. Otherwise, the genie must rely on another creature touching the prison to use a minor action to will the genie free.

4 Djinn Windbows — **Level 22 Skirmisher**
Large elemental humanoid (air) — XP 4,150 each

HP 204; **Bloodied** 102 — **Initiative** +21
AC 36, **Fortitude** 33, **Reflex** 34, **Will** 33 — **Perception** +15
Speed 6, fly 8 (hover) — Blindsight 10
Immune disease, poison; **Resist** 15 thunder

Standard Actions

Slash of Thunder (thunder) ✦ **At-Will**
Attack: Melee 2 (one creature); +27 vs. AC
Hit: 2d10 + 19 thunder damage.

Windbow (weapon) ✦ **At-Will**
Attack: Ranged 10/20 (one creature); +27 vs. AC
Hit: 2d10 + 19 damage.

Brutal Zephyr (thunder) ✦ **Recharge** ⚄ ⚅
Attack: Ranged 30 (one creature); +25 vs. Reflex
Hit: 2d12 + 19 thunder damage.
Miss: The windbow can make the attack a second time against a target within 10 squares of the first target. If the second attack hits or misses, the power ends.

Triggered Actions

Blowback (thunder) ✦ **Encounter**
Trigger: An enemy scores a critical hit against the windbow.
Attack (Free Action): Close burst 2 (creatures in the burst); +25 vs. Reflex
Hit: 3d10 + 18 thunder damage, and the windbow pushes the target up to 5 squares.
Effect: The windbow gains 1 action point.

Skills Bluff +23, Insight +20
Str 24 (+18) **Dex** 27 (+19) **Wis** 19 (+15)
Con 20 (+16) **Int** 22 (+17) **Cha** 24 (+18)
Alignment unaligned **Languages** Common, Primordial
Equipment longbow, 20 arrows

Dealing with Skylord Ossivir

Ossivir calls the characters to his side once his genies have been defeated. After providing a haughty summary of their performance, he demands to know why they've dared disturb his peace.

Unlike the other genies, Skylord Ossivir does not wish to leave the pyramid, since doing so means freeing his immortal enemy from captivity.

Djinn Skylord **Level 25 Controller (Leader)**
Large elemental humanoid (air) XP 7,000

HP 236; **Bloodied** 118 **Initiative** +17
AC 39, **Fortitude** 38, **Reflex** 36, **Will** 36 **Perception** +21
Speed 6, fly 8 (hover) Blindsight 10
Immune disease, poison; **Resist** 15 thunder

Standard Actions

⊕ **Storm Staff** (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +30 vs. AC
Hit: 3d10 + 18 damage, and the skylord either shifts up to 2 squares or makes an extra recharge roll for *storm shout*.

↛ **Mystic Hail** (psychic) ✦ **At-Will**
Attack: Ranged 20 (one creature); +28 vs. Will
Hit: 3d8 + 19 psychic damage, and the target grants combat advantage to the skylord until the target uses a standard action to clear its head of the *mystic hail*.

✧ **Sandstorm** (psychic, zone) ✦ **Encounter**
Attack: Close burst 5 (enemies in the burst); +28 vs. Will
Hit: 4d8 + 9 damage.
Effect: The burst creates a zone of swirling sand that lasts until the end of the skylord's next turn. While in the zone, the skylord and its allies gain concealment. Each enemy that starts its turn in the zone is dazed until the start of its next turn.
Sustain Minor: The zone persists until the end of the skylord's next turn.

✧ **Storm Shout** (thunder) ✦ **Recharge** ⚄ ⁞⁞
Attack: Close blast 5 (enemies in the burst); +28 vs. Will
Hit: 3d10 + 25 thunder damage, and the skylord pushes the target up to 3 squares and the target falls prone.

Minor Actions

↛ **Elemental Command** ✦ **At-Will** (1/round)
Effect: Ranged 10 (one creature). The skylord slides the target 1 square.

Skills Diplomacy +24, Insight +21
Str 23 (+18) **Dex** 20 (+17) **Wis** 18 (+16)
Con 28 (+21) **Int** 25 (+19) **Cha** 25 (+19)
Alignment unaligned **Languages** Common, Primordial
Equipment quarterstaff

If the characters question Skylord Ossivir, read:
The djinn glowers and lightning crackles in his eyes. "I came here willingly after Pasha Bazan, a powerful efreet, answered my call for peace by sending forces to storm my cloud castle and kill my sons, butcher my wives, and tear down my towers stone by stone. Akkamendes's sorcerers offered me revenge, but at a price: once Bazan was captured, I was to give my soul to the pyramid and stay here forever. Now my enemy screams in torment while I bask in sunlight, and that makes every hour of captivity worthwhile."

Ossivir can provide valuable information about the pyramid (as detailed under "The Four Genies"). He'll help the characters defeat Aegis only if they prove Pasha Bazan was innocent of his crimes, a fact they can learn from the library in area 2.

If the character reveal Bazan's innocence, read:
Ossivir's anguished roar shakes the very air like thunder. The clouds beneath him flare with lightning, and great chunks of stonework tumble from the towers of his castle.

"Betrayed!" he bellows. "Those humans betrayed me! Now they shall know my wrath! Free me, and I shall gladly tear this pyramid apart!"

Once told the truth, Ossivir is willing to work with the party to defeat Aegis.

5. Fire Genie

Level 24 Combat Encounter (32,900 XP)

Pasha Bazan was shackled in manacles and imprisoned in ice alongside his bodyguards. His furious genies are released one by one as the adventurers overcome their guardians.

Light: Dim (fiery light from the genies).

Monsters: 4 greater air elementals, 4 efreet fireblades.

Other Creatures: Pasha Bazan (efreet karadjin).

4 Greater Air Elementals **Level 20 Lurker**
Large elemental magical beast (air) XP 2,800 each

HP 143; **Bloodied** 71 **Initiative** +22
AC 34, **Fortitude** 31, **Reflex** 33, **Will** 32 **Perception** +10
Speed 0, fly 10 (hover)
Vulnerable 10 fire

Traits

Phantom in the Wind
The greater air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.

Standard Actions

⊕ **Slam** ✦ **At-Will**
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 3d10 + 8 damage.

⸸ **Engulfing Winds** ✦ **At-Will**
Attack: Melee 2 (one creature that can't see the elemental); +23 vs. Fortitude
Hit: The elemental slides the target 1 square into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 20 damage. When the elemental moves, the grabbed creature moves with it, remaining in the elemental's space. The elemental moves at full speed while it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature.

Skills Stealth +23
Str 22 (+16) **Dex** 27 (+18) **Wis** 11 (+10)
Con 17 (+13) **Int** 5 (+7) **Cha** 8 (+9)
Alignment unaligned **Languages** understands Primordial

When the characters enter this chamber, read:
You gaze into an egg-shaped chamber rimed with glistening ice crystals. A giant block of ice towers on a pedestal in the middle of the floor, pouring with clouds of freezing vapor. Four huge stone heads surround it, their puckered lips blowing endless clouds of sleet over its surface.

Five devil-like giants are frozen inside the icy block, their bodies locked in poses of surprise and fury. Fire burns behind their eyes and between their fangs, yet the ice still holds them in place.

The stone heads are empowered by a quartet of greater air elementals, which invisibly seethe forward

4 Efreet Fireblades	Level 22 Soldier
Large elemental humanoid (fire)	XP 4,150 each
HP 206; **Bloodied** 103	**Initiative** +19
AC 38, **Fortitude** 36, **Reflex** 35, **Will** 33	**Perception** +18
Speed 6, fly 8 (hover)	
Immune fire	
Traits	
☼ **Blazing Soul** (fire) ✦ **Aura** 1	
Any enemy that takes ongoing fire damage while in the aura takes 5 extra fire damage.	
Frozen Fire	
Whenever the efreet takes cold damage, it is slowed until the end of its next turn.	
Standard Actions	
⊕ **Scimitar** (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 3d10 + 14 damage.	
Effect: The efreet marks the target until the end of the efreet's next turn.	
⊰ **Flying Scimitar** (weapon) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Ranged 20 (one creature or two creatures within 5 squares of each other); +27 vs. AC	
Hit: 3d10 + 14 damage.	
Effect: The efreet marks the target until the end of the efreet's next turn.	
⊱ **Whirling Firesteel Strike** (fire, weapon) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Close burst 2 (enemies in the burst); +27 vs. AC	
Hit: 3d10 + 14 damage, and ongoing 10 fire damage (save ends).	
Skills Bluff +20, Insight +18	
Str 24 (+18) **Dex** 22 (+17) **Wis** 15 (+13)	
Con 22 (+17) **Int** 18 (+15) **Cha** 18 (+15)	
Alignment evil **Languages** Primordial	
Equipment scimitar	

to defend the chamber when the adventurers move close. As each elemental is slain, one imprisoned fireblade is released from the block in a shower of ice. Maddened by centuries of torture, the genies attack anyone and anything that gets in their way.

Combat in the Ice Chamber

The following perils are present in this chamber.

Efreet Karadjin	Level 28 Soldier (Leader)
Large elemental humanoid (fire)	XP 13,000
HP 262; **Bloodied** 131	**Initiative** +23
AC 44, **Fortitude** 45, **Reflex** 42, **Will** 42	**Perception** +23
Speed 6, fly 8 (hover)	
Immune fire	
Standard Actions	
⊕ **Scimitar** (fire, weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +33 vs. AC	
Hit: 3d10 + 9 damage, or 6d10 + 39 damage on a critical hit, and the target takes ongoing 15 fire damage and is immobilized (save ends both).	
Minor Actions	
⊰ **Elemental Command** ✦ **At-Will** (1/round)	
Effect: Ranged 10 (one allied elemental). The karadjin slides the target 1 square.	
Triggered Actions	
Fiery Vendetta ✦ **At-Will**	
Trigger: An enemy within 2 squares of the karadjin hits or misses with an attack against a creature other than the karadjin.	
Effect (Immediate Reaction): The karadjin uses *scimitar* against the triggering enemy.	
Skills Arcana +25, Bluff +26, Insight +23, Intimidate +26	
Str 28 (+23) **Dex** 25 (+21) **Wis** 18 (+18)	
Con 30 (+24) **Int** 22 (+20) **Cha** 25 (+21)	
Alignment evil **Languages** Common, Primordial	
Equipment scimitar	

Icy Floor: A creature traversing more than 3 squares of ice in a single move must succeed on a DC 15 Acrobatics check or fall prone.

Stone Heads: The stone heads blast clouds of cold over the ice until their bonded elemental is slain. Any creature moving in front of a stone head or starting its turn there takes 20 cold damage and is immobilized (save ends). A creature can take this damage only once per round.

Dealing with the Genie

Pasha Bazan is held in chains at the heart of the ice block, and he is released only when all the air elementals perish. At that point, he orders his bodyguards to stop the battle. Although he's just as furious as his minions, he knows the characters are the key to getting his powers back. If questioned, he is more than willing to work with them to defeat Aegis. He also claims innocence for the crimes Skylord Ossivir suffered. He knows the king and his wizards kept records of the contracts with genies, and he suggests such records might prove him to be innocent.

6. Water Genie

Level 25 Combat Encounter (39,150 XP) and Level 22 Skill Challenge (12,450 XP)

The royal mages imprisoned Zhara the Oceaness beneath a churning maelstrom. To free her, the adventurers must outsmart the titanic sea beast that hauls her prison through the abyss.

Light: Bright.

Monsters: 1 abyssal kraken.

Trap/Hazard: Maelstrom.

Other Creatures: Oceaness Zhara (marid wavecaller).

When the characters enter this chamber, read:

Cold wind howls down the corridor as the doorway grinds open. A wet stone platform stands just beyond, perched a mere 10 feet over the churning waters of a vast ocean. Iron skies thunder overhead, and the wind kicks up sheets of spray from the waves.

The platform overlooks an immense whirlpool. Shipwrecks swirl about its walls, circling a 100-foot-high pillar of coral at its center. A ship's bell hangs from the summit of the pillar, lit by a flickering blue lantern.

The marid's prison is lashed to the back of a titanic sea monster. To summon it, the adventurers must cross the maelstrom, scale the coral pillar, and then ring the bell mounted at its summit.

Abyssal Kraken **Level 22 Solo Soldier**
Gargantuan immortal magical beast (aquatic) XP 20,750

HP 816; **Bloodied** 208 **Initiative** +15
AC 38, **Fortitude** 36, **Reflex** 32, **Will** 34 **Perception** +20
Speed 0, swim 6 Darkvision, truesight 10
Saving Throws +5; **Action Points** 2

Traits

Threatening Reach
The kraken can make opportunity attack against enemies within 4 squares of it.

Standard Actions

Tentacle Slam ✦ At-Will
Attack: Melee 4 (one creature); +27 vs. AC
Hit: 3d12 + 11 damage.

Grabbing Tentacle ✦ At-Will
Attack: Melee 4 (one creature); +27 vs. AC
Hit: The target is grabbed (escape DC 36). Until the target escapes, it takes ongoing 15 damage.

Kraken's Fury ✦ At-Will
Effect: All conditions on the kraken end, and the kraken uses *tentacle slam* four times or *grabbing tentacle* twice.

Abyssal Tempest (zone) **✦ At-Will**
Effect: Close burst 5; the burst creates a zone of flaying wind and water that lasts until the end of the kraken's next turn. The zone moves with and stays centered on the kraken. Any other creature that enters the zone or starts its turn there is pulled 2 squares toward the kraken and takes 10 damage.
Sustain Minor: The zone persists.

Minor Actions

Eye of the Deep (charm) **✦ At-Will** (1/round)
Attack: Ranged 10 (one creature); +25 vs. Will
Hit: The target is dominated (save ends).

Triggered Actions

Inky Shroud ✦ Encounter
Trigger: The kraken is first bloodied.
Effect (Free Action): Close burst 5; the burst creates a zone of shadowy ink that fills the water in the zone and lasts until the end of the kraken's next turn. Any mark on the kraken ends. While fully in the zone, the kraken cannot be marked, and all creatures fully in the zone are lightly obscured.

Str 32 (+22) **Dex** 14 (+13) **Wis** 19 (+15)
Con 20 (+16) **Int** 24 (+18) **Cha** 28 (+20)
Alignment evil **Languages** Abyssal, Common, Primordial

Marid Wavecaller **Level 30 Lurker (Leader)**
Large elemental humanoid (aquatic, water) XP 19,000

HP 212; **Bloodied** 106 **Initiative** +29
AC 44, **Fortitude** 45, **Reflex** 42, **Will** 42 **Perception** +22
Speed 8, fly 6 (hover), swim 8 Blindsight 10
Resist 10 cold

Traits

Aquatic
The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Combat Advantage
The marid deals 3d12 extra damage to any creature granting combat advantage to it.

Standard Actions

Falchion (weapon) **✦ At-Will**
Attack: Melee 2 (one creature); +35 vs. AC
Hit: 3d12 + 19 damage, or 3d12 + 55 if the marid scores a critical hit.

Water Jet ✦ At-Will
Attack: Ranged 10 (one creature); +33 vs. Reflex
Hit: 4d10 + 9 damage, and the target is blinded until the end of the marid's next turn.

Slashing Waves ✦ Recharge when the marid uses *waterspout form*
Effect: The marid can make two basic attacks, and it shifts up to 2 squares between the attacks.

Waterspout Form (polymorph) **✦ At-Will**
Effect: The marid and its equipment transform into a waterspout, ending any effect on the marid. In this form, the marid cannot attack, but it is immune to damage except fire damage. It is also immune to forced movement, as well as being immobilized, restrained, and slowed. No attack that fails to drop the marid to 0 hit points can stop its movement in this form. In addition, the marid can move through openings of any size without squeezing, it can enter other creatures' spaces, and other creatures can enter its space. While in this form, when the marid enters a creature's space, or a creature enters the marid's space, the marid slides the creature up to 3 squares as a free action. Until the marid takes a minor action to reassume humanoid form, it remains in waterspout form. The marid cannot reassume humanoid form on the same turn in which it took waterspout form.

Triggered Actions

Tidal Dispersal ✦ Encounter
Trigger: The marid is hit by an attack.
Effect (Immediate Interrupt): Close burst 10 (allies in the burst); each creature shifts up to its speed as a free action. The marid uses *waterspout form*.

Str 24 (+22) **Dex** 30 (+25) **Wis** 25 (+22)
Con 26 (+23) **Int** 24 (+22) **Cha** 28 (+24)
Alignment unaligned **Languages** Common, Primordial
Equipment falchion

When the bell is rung, read:
The bell's toll cuts the wind and rings out mournfully across the sea. Giant fins crest the surface of the whirlpool as a sea monster the size of a castle rises from the depths, trailing eddies of incandescent light in its wake. As it breaks the surface, you see a barnacle-encrusted cage chained to its back.

Lured by the enchanted bell, the abyssal kraken circles the pillar for 10 rounds and then dives back into the depths. During this time it attacks any characters that come close. Characters can prolong the sea monster's stay by sounding the bell again.

Features of the Area

Battling the kraken is only half the challenge.

Coral Pillar: The pillar rises 100 feet above the water. Scaling its jagged surface in the lashing wind requires a DC 20 Athletics check, even with the abundant handholds.

Maelstrom: Each square a creature swims against the current costs 3 extra squares of movement to enter. The kraken is immune to the maelstrom's attacks (see statistics block) but must still contend with the current.

Stone Platform: The door back to the pyramid stands on a stone platform 10 feet above the edge of the maelstrom. Swimmers must succeed on a DC 26 Athletics check to clamber back onto the platform from the maelstrom.

Maelstrom	Level 22 Hazard
Terrain	XP 4,150
Detect automatic	Initiative —
Immune attacks	
Triggered Actions	
ǂ **Crushing Tides ✦ At-Will**	
Trigger: A creature ends its turn in the maelstrom.	
Attack (Opportunity Action): Melee 1 (one creature); +25 vs. Fortitude	
Hit: If the target is within 2 squares of the pillar, it takes 4d10 + 18 damage and sinks 10 feet. Otherwise, it takes 2d10 + 9 damage, and the maelstrom pulls the target 3 squares toward its center.	

Wind: The howling winds impose a –5 penalty on all ranged weapon attacks. A character flying through the storm must succeed on a DC 20 Acrobatics or Endurance check at the start of its turn or fall from the sky into the water.

Skill Challenge: Releasing the Genie

After the genie is freed from the kraken's back, the kraken dives back into the maelstrom.

When a character gets close to the kraken, read:
An emerald-skinned giant is imprisoned inside the cage. Her hair is a mass of tentacles, and her eyes are like mother-of-pearl. Seeing you nearby she throws herself against the bars and calls out:

"Free me from this cage, and I shall reward you!"

The adventurers must complete the following skill challenge to release the genie.

Level: 22.

Complexity: 3 (requires 8 successes before 3 failures).

Time Frame: Each character adjacent to the kraken can make a skill check once per round as a standard action.

Primary Skills: Arcana, Athletics, Thievery.

Arcana (DC 27; trained only; 4 successes maximum): The character uses knowledge of magic to dispel the wards holding the cage door shut.

Athletics (DC 36): The character attempts to yank the cage door from its hinges.

Thievery (DC 27; on a result of 36 or higher, award two successes): The character picks a lock on the cage.

Secondary Skills: Athletics, Endurance. These skills don't grant successes or failures, but instead grant special benefits.

Athletics (DC 27; minor action): The character grabs hold of the kraken's flanks. When the kraken moves, it pulls the character with it.

Endurance (DC 20; minor action): Until the end of his or her next turn, the character treats the current as difficult terrain.

Success: The adventurers free the marid from her prison, and she flies to the top of the coral pillar. The kraken dives back into the maelstrom on its next turn. A character holding onto the kraken can let go as a free action in response to the dive.

Failure: A crippling blast of arcane power strikes characters adjacent to the kraken. Each adventurer loses one healing surge and is pushed 5 squares. Failures in the skill challenge are reset to zero, and the challenge continues.

Treasure

Zhara has a level 24 magic item that she gives to the party as a reward once freed from her prison. You can choose the item beforehand or have Zhara provide an item from one character's wish list.

7. Earth Genie

Level 22 Combat Encounter (22,650 XP)

Akkamendes's wizards exploited Khan Emek's legendary greed to lure him into this chamber with his retinue, and then imprisoned the genies within magic gems. Tomb robbers recently broke in and captured the dao khan, but they accidentally released some of his followers in the process.

Light: None.

Monsters: 3 dao blademasters, 2 dao gemslingers.

Traps/Hazards: 6 ruby prisons. Two rubies (marked **D** on the map) hold dao gemslingers, and four rubies (marked **H** on the map) hold captured human adventurers. See "Ruby Prisons" for details.

When the characters enter this chamber, read:
The door slides open to reveal a natural cavern heaped with treasure. Glittering veins of emerald run through the walls, and the floor is buried beneath a thick layer of coins and jewels. Gemstone waterfalls hiss from the rocks opposite, forming a sparkling river that snakes across the cavern.

Perception DC 23: *Some of the rubies in here glow with an unnatural luster, as though lit from within.*

Three dao blademasters hide here: one behind the gemstone waterfall, another in the river, and the third among the rocky pillars. The genies attack after the characters have entered the cavern. The dao gemslingers start the encounter inside magic rubies.

Fighting the Dao

When combat begins, one of the blademasters tries to release the dao gemslingers from their ruby prisons while the other blademasters attack. Once freed, the gemslingers use their first actions to hurl ruby prisons behind the party (see "Ruby Prisons" for details).

Ruby Prisons

These gemstones imprisoned Khan Emek and his five closest followers for thousands of years. When the last party of adventurers broke in, one of them released the khan and captured him inside an *iron flask*. Doing so left the khan's ruby prison empty, and its magic trapped the adventurer inside. A dao blademaster was foolishly released in the ensuing panic and immediately set about freeing more of its companions. The

3 Dao Blademasters	Level 22 Soldier
Large elemental humanoid (earth)	XP 4,150 each
HP 208; **Bloodied** 104	**Initiative** +20
AC 38, **Fortitude** 35, **Reflex** 34, **Will** 33	**Perception** +17
Speed 6, burrow 4, fly 6	Darkvision, tremorsense 10
Immune petrification	

Traits

Earth Glide
The dao can pass through earth and rock as if it were phasing.

Hold the Ground
While adjacent to an allied earth creature, the dao can ignore forced movement and cannot be knocked prone.

Threatening Reach
The dao can make opportunity attack against enemies within 2 squares of it.

Standard Actions

Greatsword (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +27 vs. AC
Hit: 2d10 + 19 damage, and the target falls prone.

Earth Pulse (force) ✦ **Recharge** ⚄ ⁞⁞
Attack: Close blast 3 (enemies in the blast); +25 vs. Fortitude
Hit: 2d12 + 17 force damage, and the target is immobilized (save ends).

Triggered Actions

Earth Lure (force) ✦ **At-Will**
Trigger: An enemy ends its turn farther from the dao than where it started.
Attack (Immediate Reaction): Ranged 10 (the triggering enemy); +25 vs. Fortitude. This attack provokes no opportunity attacks.
Hit: 2d8 + 6 force damage, and the dao pulls the target up to 8 squares.
Miss: The dao pulls the target up to 2 squares.

Str 27 (+19)	**Dex** 24 (+18)	**Wis** 22 (+17)
Con 24 (+18)	**Int** 15 (+13)	**Cha** 15 (+13)

Alignment evil **Languages** Common, Primordial
Equipment scale armor, greatsword

2 Dao Gemslingers	Level 23 Artillery
Large elemental humanoid (earth)	XP 5,100 each
HP 166; **Bloodied** 83	**Initiative** +19
AC 37, **Fortitude** 34, **Reflex** 36, **Will** 35	**Perception** +18
Speed 6, burrow 4, fly 6	Darkvision, tremorsense 10
Immune petrification	

Traits

Earth Glide
The dao can pass through earth and rock as if it were phasing.

Move as Dust
The dao is insubstantial while moving, and it can move through enemies' spaces.

Standard Actions

Dagger (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +28 vs. AC
Hit: 3d6 + 9 damage.

Star Ruby (fire, radiant) ✦ **At-Will**
Attack: Ranged 20 (one creature); +28 vs. Reflex
Hit: 3d6 + 10 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends). If the target is already taking ongoing fire and radiant damage, it falls prone.

Diamond Bonds (force) ✦ **Recharge** ⚄ ⁞⁞
Attack: Area burst 2 within 20 (enemies in the blast); +28 vs. Fortitude
Hit: 2d6 + 17 force damage, and the target is restrained (save ends).
First Failed Saving Throw: The target is petrified (save ends).
Miss: Half damage, and the target is slowed (save ends).

Str 22 (+17)	**Dex** 27 (+19)	**Wis** 24 (+18)
Con 22 (+17)	**Int** 15 (+13)	**Cha** 16 (+14)

Alignment evil **Languages** Common, Primordial
Equipment dagger, sling

adventurers fled the cavern after a short battle, but they left four of their number imprisoned.

The locations of the ruby prisons are marked on the map. Any character who closely inspects one of these glowing gemstones sees a tiny image of the creature trapped inside it and can hear its faint calls for help. Destroying a ruby prison (defenses 30; 1 hit point) releases the creature trapped within, as does a successful DC 27 Arcana check made by a creature holding the gem. The released creature appears in the nearest unoccupied space.

If a prisoner is released without destroying its ruby prison, the gem immediately makes an attack (+24 vs. Will) against a random target within 5 squares of the gem, and if the attack hits, the target is imprisoned within the ruby.

If a genie enters a gem willingly, the ruby can transport the genie through the dungeon safely. The genie must rely on another creature touching the gem to use a minor action to will the genie free. Genies willingly imprisoned in a ruby can still see, hear, and talk with nearby characters.

Trapped Adventurers

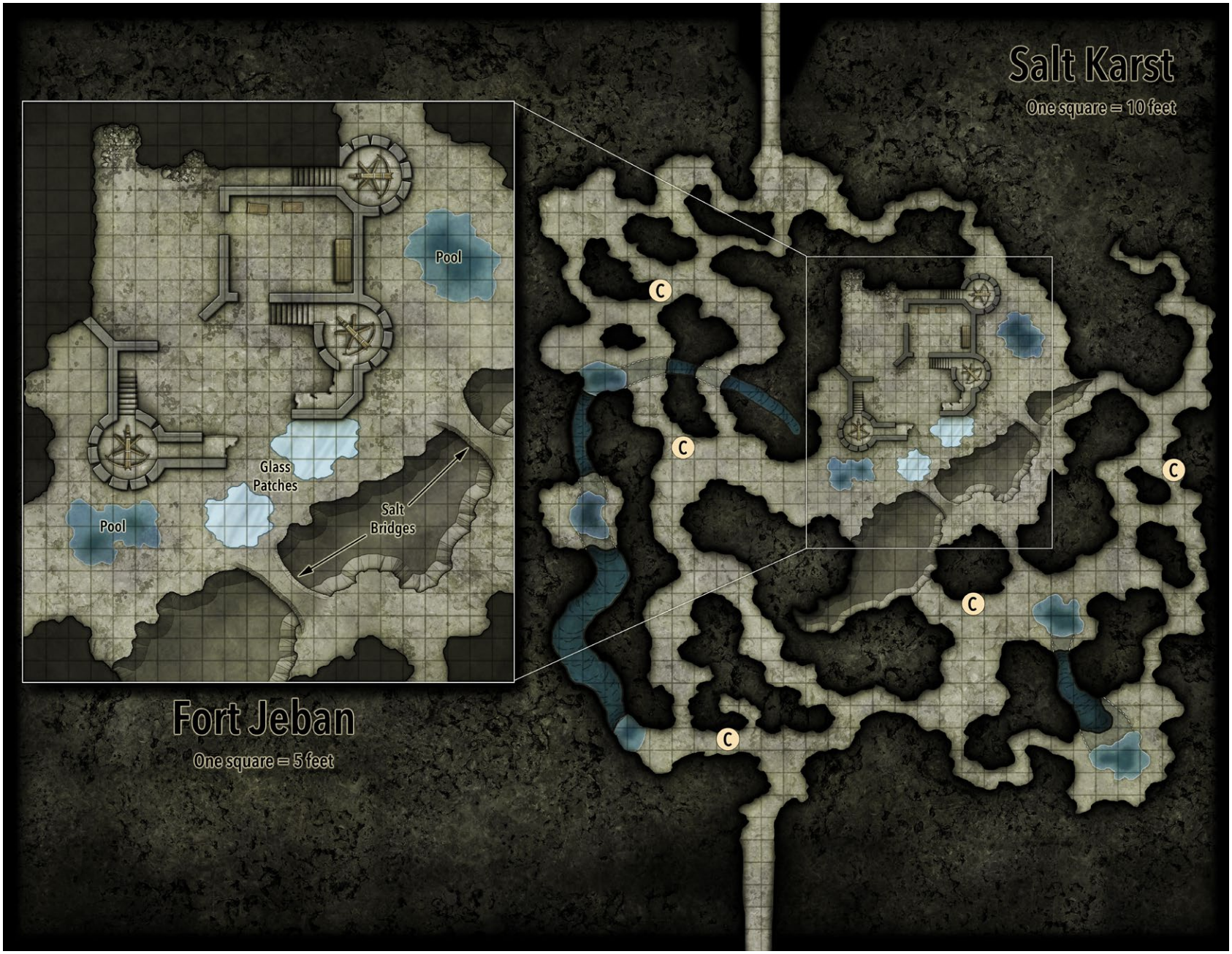
Four humans are held captive inside the rubies: a pair of sailors called Adnan and Sabir, an old torchbearer named Salizan, and a female acrobat named Isra. The captives are keen to escape the pyramid, and they tell the characters what they know before departing.

"We broke in here in search of gold, but found naught but sand and trickery. We were going to leave, but that thief from the camp talked us into capturing a genie, saying it would grant us wishes beyond imagining. We freed the most powerful one from the rubies and trapped it in our iron flask, but then I was sucked inside the stone! One of the others tricked young Adnan here into freeing it too, and then all hell broke loose. I don't know if that thief got away, but she picked up my magic flask! Neve was her name."

Having lied about her previous expeditions into the tomb, Neve beats a hasty retreat as soon as the trapped adventurers are discovered. She rushes back to the refugee camp, hurriedly packs her things, and flees. Although she fears the dragon, Neve is unwilling to die for it. She grudgingly tells the characters about her deal if she feels threatened. But she lies, saying that Sacrademus is a bronze dragon.

Treasure

Although the room contains gold coins and gemstones by the millions, none of it is of any use. As soon as any portion of the hoard is taken from the room, the pieces removed turn to dust.


Salt Karst
One square = 10 feet
Pool
Glass Patches
Salt Bridges
Pool
C
C
C
C
C
Fort Jeban
One square = 5 feet

Interlude: Dragon's Lair

The adventurers cannot defeat Aegis without Khan Emek's help. To complete their quest and stop the Rolling Tomb, they must leave the pyramid and steal the *iron flask* containing Khan Emek from the lair of the dragon Sacrademus.

Into the Bone Crags

Neve can give the adventurers directions to the dragon's lair, which is found on the far side of an inhospitable salt flat. The party must trek for two days across the belly of a dead sea, treading through miles of encrusted salt. In time, they'll reach the Bone Crags, a line of barren hills devoid of life. After wending their way through an eerie maze of wind-smoothed pillars, they arrive at the dragon's lair.

The Salt Karst

Exploration Encounter (3,200 XP per hazard)

The blue dragon lives in the depths of a salt karst—an outcrop of hardened salt riddled with twisting tunnels, misshapen caverns, and milky pools. The fortress at the heart of the karst is open to the sky, and it is here that the dragon has made its lair.

Pools and Underwater Tunnels

The water in these briny pools is undrinkable, but the pools are useful for moving around the dragon's lair unnoticed. Adventurers can swim through the flooded tunnels along the routes shown. Such a journey almost certainly requires use of the Water Breathing ritual and a means of seeing in the dark.

Salt Karst Collapse (C) Terrain	**Level 21 Hazard** XP 3,200
Detect Dungeoneering or Perception DC 19	**Initiative** –
Immune attacks	
Triggered Actions	
Attack ✦ Encounter	
Trigger: A creature enters the hazard's space.	
Attack (Opportunity Action): Close burst 3 centered on the hazard's space (creatures in the burst); +24 vs. Reflex	
Hit: 3d10 + 4 damage and the target falls prone, and it is restrained and unable to stand. Until the target escapes (see Countermeasures), it has no line of sight or line of effect to other creatures, and other creatures have no line of effect or line of sight to it. Each time the target ends its turn restrained in this way, it takes 10 damage.	
Effect: The burst's area becomes difficult terrain.	
Countermeasures	
✦ **Avoid:** Acrobatics, Dungeoneering, or Stealth DC 26 (part of a move action to move through the hazard's space). *Success:* The character can move through the hazard's space without triggering the attack.	
✦ **Escape:** Athletics or Acrobatics DC 35 (standard action by restrained character). *Success:* The character escapes.	
✦ **Rescue:** Athletics DC 26 (standard action by a character who is not restrained). *Success:* The character enables a restrained character escape.	

Cave-Ins (C)

Unstable walls create a gauntlet of natural hazards throughout the karst, providing the dragon with an effective early-warning system. Characters passing through the squares marked on the map are liable to trigger a noisy cave-in.

Fort Jeban

Level 23 Combat Encounter (26,450 XP)

Fort Jeban was built in a bygone age to defend the karst's rich salt deposits. It has long since fallen into ruin and is home to the blue dragon Sacrademus.

Light: Bright sunlight during the day, dim starlight at night.

Monsters: Sacrademus (elder blue dragon), 3 dragonborn chosen of Tiamat.

When the characters first see the keep, read:

Light from the sky illuminates the ruins of a fort. Its gate and a few walls are shattered, but ancient ballistas still top its battlements. Smoke rises through the broken roof.

A wide chasm yawns before the fort. Arching salt bridges span it, and dripping cavities riddle its walls. Pools of briny water and glistening patches of glass punctuate the cavern floor on either side.

Sacrademus, the Blue Dragon

This ancient blue dragon watches from afar, hungry for the tomb's treasures. His spy, Neve, infiltrated Agonias's "court" and regularly mounts expeditions into the pyramid on the dragon's behalf. Sacrademus has already captured Khan Emek, one of the four genies that powers the tomb, and he is eager to get his claws on the others.

The adventurers are most likely led to the dragon through Neve, who is currently posing as a handmaiden to Agonias and stays in touch with the blue dragon by means of a *sending stone*. (Sacrademus has a similar stone in his possession.) When he learns of the characters' arrival, Sacrademus orders Neve to befriend the adventurers and report back with anything they uncover.

Sacrademus is unlikely to parley with the adventurers once exposed. In his mind, he didn't get where he is by bargaining for scraps—he got there by taking what he wants.

If the adventurers trigger one or more cave-ins, Sacrademus is alerted to their presence and drops down from a high ledge to ambush them as they cross one the salt bridges. If the characters avoid triggering a collapse, the dragon sleeps inside his castle, his loyal dragonborn keeping watch.

Combat in the Karst

The dragon and its dragonborn guards make good use of the karst's unusual terrain to outfox the adventurers during combat.

Ancient Ballistas: The dragonborn rush to these weapons as soon as enemies are detected. The ballistas have defenses 10 and 50 hit points each.

Standard Actions

Fire Ballista ✦ At-Will
Requirement: You must be adjacent to the ballista, and the ballista must be loaded and aimed.
Attack: Ranged 25/50 (one creature); +25 vs. AC
Hit: 3d12 + one-half your level damage, and the target falls prone.
Effect: The ballista must be loaded before it can be fired again.

Move Actions

Load Ballista ✦ At-Will
Requirement: You must be adjacent to the ballista.
Effect: The ballista is loaded.

Aim Ballista ✦ At-Will
Requirement: You must be adjacent to the ballista.
Effect: The ballista is aimed.

Chasm: The chasm is 150 feet deep, and its walls are riddled with narrow passages. Although plenty of handholds are available for climbing back up, the salt has a tendency to collapse underfoot (Athletics DC 15 to climb, but the character falls if the check fails by any amount).

Glass Patches: Sacrademus used his lightning to turn sand in the area to glass. A creature traversing more than 3 squares of glass in a single move must succeed on a DC 19 Acrobatics check or fall prone. If the glass is caught in an area or close attack of an area or close attack power that targets all creatures in the area, glass shards explode in the area, dealing 3d10 damage to those in the attack power's area.

Salt Bridges: If a bridge is caught in the area of an area or close attack power that targets all creatures in the area, the structure collapses into the chasm. Falling debris deals those who fall 4d10 damage in addition to normal falling damage.

Elder Blue Dragon **Level 20 Solo Artillery**
Huge natural magical beast (dragon) XP 14,000

HP 756; **Bloodied** 378 **Initiative** +13
AC 34, **Fortitude** 33, **Reflex** 30, **Will** 30 **Perception** +18
Speed 10, fly 12 Darkvision
Resist 15 lightning
Saving Throws +5; **Action Points** 2

Traits

Uncontained Lightning (lightning) ✦ **Aura** 5
While the dragon is bloodied, any enemy that ends its turn in the aura takes 10 lightning damage.

Action Recovery
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.

Instinctive Lightning
On an initiative of 10 + its initiative check, the dragon can use a free action to fly up to its speed and use *lightning burst*. This movement does not provoke opportunity attacks. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.

Standard Actions

Gore (lightning) ✦ **At-Will**
Attack: Melee 3 (one creature); +25 vs. AC
Hit: 4d12 + 16 lightning damage.

Claw ✦ At-Will
Attack: Melee 3 (one or two creatures); +25 vs. AC. If the dragon targets only one creature, it can make this attack twice against that creature.
Hit: 4d8 + 13 damage.

Breath Weapon (lightning) ✦ **Recharge** ⚄ ⚅
Attack: Close blast 20 (up to three creatures in the blast); +25 vs. Reflex
Hit: 4d12 + 16 lightning damage, and the target is dazed (save ends).

Lightning Burst (lightning) ✦ **At-Will**
Attack: Area burst 2 within 20 (creatures in the burst); +25 vs. Reflex
Hit: 3d12 + 13 lightning damage.

Thunderclap (thunder) ✦ **Recharge** ⚄ ⚅
Attack: Area burst 3 within 20 (creatures in the burst); +25 vs. Fortitude
Hit: 4d6 + 12 thunder damage, and the target is stunned until the end of the dragon's next turn.
Miss: Half damage, and the target is dazed until the end of the dragon's next turn.

Triggered Actions

Wing Backblast ✦ At-Will
Trigger: An enemy hits the dragon with a melee attack.
Attack (Immediate Reaction): Close burst 3 (enemies in the burst); +23 vs. Reflex
Hit: The target falls prone.
Effect: The dragon flies up to half its speed. This movement does not provoke opportunity attacks.

Bloodied Breath ✦ Encounter
Trigger: The dragon is first bloodied.
Effect (Free Action): Breath weapon recharges, and the dragon uses it.

Skills Athletics +22, Insight +18
Str 25 (+17) **Dex** 16 (+13) **Wis** 17 (+13)
Con 21 (+15) **Int** 15 (+12) **Cha** 16 (+13)
Alignment evil **Languages** Common, Draconic

Treasure

The dragon's hoard is heaped within the castle's feasting hall. Chief among its treasures is the *iron flask* holding Khan Emek (dao overseer). The ill-tempered genie is keen to reclaim his stolen energy, and the *iron flask* allows his releaser to dominate him, so characters find it easy to win his assistance once he's released.

The rest of the treasures consist of 14,750 loose gold pieces, an ornate hourglass with diamond dust for sand (9,250 gp), three golden urns containing exotic spices no longer found in the land (6,250 gp

3 Dragonborn Chosen of Tiamat **Level 22 Soldier**
Medium natural humanoid XP 4,150 each

HP 208; **Bloodied** 104 **Initiative** +19
AC 38, **Fortitude** 34, **Reflex** 32, **Will** 33 **Perception** +18
Speed 7 Darkvision
Resist 15 poison

Traits

☼ **Draconic Majesty** ✦ **Aura** 2
While in the aura, an unmarked enemy that willingly leaves the aura or makes an attack that fails to target a dragonborn that has this aura active provokes an opportunity attack from the dragonborn.

Inopportune Doom
A creature the dragonborn hits with an opportunity attack loses all resistances (save ends).

Tiamat's Fury
While bloodied, the dragonborn gains a +2 bonus to attack rolls and a +5 bonus to damage rolls.

Standard Actions

⊕ **Greatspear** (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +27 vs. AC
Hit: 2d10 + 19 damage, and the target falls prone.

↓ **Tiamat's Sting** (poison, weapon) ✦ **Recharge** if this power's greatspear attack misses
Effect: The dragonborn uses *greatspear*. If the attack hits, the target also takes ongoing 15 poison damage (save ends).
First Failed Saving Throw: The target is also dominated until the end of the dragonborn's next turn.

Skills Athletics +24, Intimidate +21
Str 27 (+19) **Dex** 22 (+17) **Wis** 24 (+18)
Con 24 (+18) **Int** 13 (+12) **Cha** 20 (+16)
Alignment evil **Languages** Common, Primordial
Equipment greatspear

each), a pair of life-sized golden tiger statues striped with black onyx (14,200 gp each), an oil lantern crafted to resemble a dead sultan's summer palace (4,000 gp), a crate of twelve amber bottles containing thousand-year-old wine (800 gp each), a set of silver caskets containing rare crystal bath salts (4,250 gp), a splendidly woven rug fringed with strings of sapphires (7,500 gp), and a delicate moonstone statuette of a flying carpet with rider, housed within a crystal-glass bottle (5,500 gp).

Dao Overseer **Level 24 Brute**
Large elemental humanoid (earth) XP 6,050

HP 275; **Bloodied** 137 **Initiative** +19
AC 36, **Fortitude** 37, **Reflex** 36, **Will** 35 **Perception** +18
Speed 6, burrow 4, fly 6 Darkvision, tremorsense 10
Immune petrification

Traits

Earth Glide
The dao can pass through earth and rock as if it were phasing.

Standard Actions

⊕ **Scimitar** (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +29 vs. AC
Hit: 4d10 + 19 damage, or 3d10 + 59 if the dao scores a critical hit.

⊕ **Whip** (weapon) ✦ **At-Will**
Attack: Melee 3 (one creature); +29 vs. AC
Hit: 5d6 + 21 damage, and the dao pulls the target up to 2 squares.

Double Attack ✦ **Recharge** ⚄ ⚅
Effect: The overseer makes two melee basic attacks. A target hit by one of these attacks also falls prone.

Local Tremor (force, zone) ✦ **Encounter**
Attack: Close burst 2 (enemies in the burst); +27 vs. Fortitude
Hit: 5d6 + 19 force damage, and the target falls prone and cannot stand up until the end of its next turn.
Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter. Creatures that have earth walk can ignore this difficult terrain.

Triggered Actions

↓ **Dismaying Whip** ✦ **At-Will**
Trigger: An enemy within 3 squares of the dao stands up.
Effect (Immediate Reaction): The dao uses *whip* against the triggering enemy.

Str 28 (+21) **Dex** 25 (+19) **Wis** 23 (+18)
Con 25 (+19) **Int** 15 (+14) **Cha** 17 (+15)
Alignment evil **Languages** Common, Primordial
Equipment chainmail, scimitar, whip

Also present are a crystal ball clasped within an ornate golden claw (10,000 gp), a pouch containing 5,000 gp of residuum, three ritual scrolls (Forbiddance, Observe Creature, and View Location), and a random level 25 magic item.

Iron Flask Level 26 Rare

This metal urn, closed with an engraved brass stopper, is surprisingly heavy despite being small enough to fit into the palm of a human hand.

Wondrous Item 1,125,000 gp
Attack Power (Charm) ✦ **Daily** (Standard Action)
Requirement: The flask has no creature trapped inside it.
Attack: Ranged 5 (one creature with an origin other than natural); +29 vs. Will
Hit: The target is removed from play (save ends).
First and Second Failed Saving Throw: Unless you lose a healing surge as a free action, the failed saving throw is instead a success.
Third Failed Saving Throw: The target is trapped in the flask until the bearer of the flask frees the target as a standard action or until the flask is destroyed. While in the flask, the target is removed from play and doesn't age or need to eat or drink. When the target is released, it appears in an unoccupied square adjacent to the flask, and the target is dominated by the flask's bearer until the end of the encounter or until the bearer ends the domination as a minor action. The released target cannot be affected by an *iron flask* again for a year and a day.
Miss: The power is not expended.

Pyramid Core

Aegis lurks at the pyramid core, surrounded by the tombs of her dead masters. Summoning the four imprisoned genies is the only way to overthrow her and wrest control of the pyramid.

8. Royal Maze

Level 23 Skill Challenge (15,300 XP) and Level 21 Combat Encounter (17,600 XP)

A maze of twisting passageways encircles the royal tombs. Aegis can shift the maze's layout.

When the characters enter the maze, read:
A silent, sand-choked hallway stretches before you. Numerous narrow passageways exit along its length, most little more than a couple of paces wide. Some disappear up narrow flights of steps, while others turn suddenly out of view or plunge off into murky darkness. You are in a maze.

The adventurers have no chance of navigating the maze while Aegis watches them. Once every five minutes, Aegis can shift the layout of the maze. When this occurs, all corridors beyond a 30-foot-radius of a single character reconfigure by magic. New passageways open up, existing corridors join, and dead ends appear out of nowhere.

When the first shift occurs, read:
A sudden gust of wind roars down the corridor, blowing sand everywhere. Once it's passed, you see that the layout of the maze has changed around you. Staircases have appeared where there were once corridors, and open passageways have become dead ends.

Once they've entered the maze, characters must complete a skill challenge to escape back the way they came. If the party carries any of the four genie lords, the will of the powerful elemental shields the group from Aegis's gaze, allowing them to successfully navigate the maze with a single DC 20 group Dungeoneering check. If this check fails, the party can try again after an hour of fruitless exploration.

Skill Challenge: Navigating the Maze

Level: 23.

Complexity: 3 (requires 8 successes before 3 failures).

Time Frame: Each round of the skill check represents 10 minutes exploring the labyrinth.

Primary Skills: Arcana, Dungeoneering, Perception.

Arcana (DC 27, trained only; results of 37 or higher also remove one failure): The character ascertains which corridors have moved and which are about to.

Dungeoneering (DC 20; difficulty rises to DC 27 after first success; results of 37 or higher award 2 successes): The character trusts his or her innate sense of direction to guide the party back through the maze before it changes.

Perception (DC 37; 3 successes maximum): Keen eyes can separate unexplored passages from those that have shifted.

Secondary Skills: Athletics, Bluff, Insight. These skills don't grant successes or failures, but instead grant special benefits whenever successful checks are made.

Athletics (DC 27): The character clears sand from blocked passageways or breaks through a wall to create a shortcut. Successful use of this skill grants a +2 bonus to the next primary skill check.

Bluff (DC 20; difficulty rises to DC 37 after one success): The character tricks Aegis by purposefully leading the party off-track, and then suddenly doubling back. Successful use of this skill removes one failure and also grants a +2 bonus to the next primary skill check.

Insight (DC 27): The character tries to second-guess the decisions of the intelligence moving the maze. Successful use of this skill doubles the amount of successes awarded by the next primary skill check.

Special: The DM should track separate skill challenges for each group if the party splits up. As the maze can shift around only a single character, characters from untargeted groups gain a +5 bonus to all primary skill checks. Aegis always targets the group with the highest recorded successes.

Success: The adventurers return to the entrance and escape the maze.

Failure: Malevolent undead creatures ambush the party. The party continues the skill challenge if they survive, but now each failure adds 1d4 hours to their wanderings.

Fighting the Undead

Play the following combat if the characters fail the skill challenge.

Light: None.

Monsters: 3 tormenting ghosts, 10 dread zombie slayers.

If the characters fail the skill challenge, read:
A desiccated creature scuttling on all fours appears around the corner of the passage ahead. As it raises its face to the light, you see that it was once human. Insects squirm between its teeth, and its eyes are full of hunger.

The creature described in the readaloud text is a dread zombie, but the other undead aren't far behind. The zombies attack immediately. The ghosts wait 1 round, then phase through walls to attack the party's flanks or rear guard.

Narrow Passages: Narrow passages shown on the map are considered crawl spaces. Medium creatures must squeeze to traverse a narrow passage, but smaller creatures are unimpeded.

3 Tormenting Ghosts **Level 21 Controller**
Medium shadow humanoid (undead) XP 3,200 each

HP 137; **Bloodied** 68 **Initiative** +19
AC 33, **Fortitude** 30, **Reflex** 34, **Will** 32 **Perception** +17
Speed 0, fly 6 (hover); phasing Darkvision
Immune disease, poison

Traits

Insubstantial
The ghost takes only half damage from any damage source except those that deal force damage.

Standard Actions

Spirit Touch (necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature); +24 vs. Reflex
Hit: 2d8 + 12 necrotic damage.

Ghostly Possession (charm) ✦ **Recharge** ⚄ ⚅
Attack: Melee 1 (one living humanoid); +24 vs. Will
Hit: The ghost is removed from play, and the target is dominated (save ends). When the target is no longer dominated, the ghost reappears in a square of its choice adjacent to the target. The ghost can voluntarily end this effect at the end of its turn.

Burst of Terror (fear, necrotic) ✦ **Recharge** when first bloodied
Attack: Close burst 5 (enemies in the burst); +24 vs. Will
Hit: 2d8 + 8 necrotic damage, the ghost pushes the target 5 squares, and the target is dazed and immobilized (save ends both).

Ghostly Terrain (zone) ✦ **At-Will**
Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the ghost uses this power again. Squares in the zone are difficult terrain and lightly obscured. Any creature that enters the zone or ends its turn there is immobilized (save ends). A creature can end the immobilization with a successful escape attempt (DC 26).

Triggered Actions

Spectral Shift ✦ **At-Will**
Trigger: The ghost is missed by a melee attack.
Effect (Immediate Reaction): The ghost shifts up to 3 squares.

Skills Stealth +24
Str 11 (+10) **Dex** 28 (+19) **Wis** 14 (+12)
Con 20 (+15) **Int** 12 (+11) **Cha** 25 (+17)
Alignment evil **Languages** Common

10 Dread Zombie Slayers **Level 21 Minion Brute**
Medium natural animate (undead) XP 800 each

HP 1; a missed attack never damages a minion. **Initiative** +16
AC 33, **Fortitude** 35, **Reflex** 33, **Will** 33 **Perception** +16
Speed 5 Blindsight 10, darkvision
Immune disease, poison; **Resist** 15 necrotic; **Vulnerable** 15 radiant

Standard Actions

Slam ✦ **At-Will**
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 9 damage.

Rending Slam ✦ **At-Will**
Effect: The slayer uses *slam* twice. If both attacks hit the same target, the target falls prone and is dazed (save ends).

Triggered Actions

Rise Again ✦ **Encounter**
Trigger: The slayer drops to 0 hit points for the first time.
Effect (No Action): Make a new initiative check for the slayer. On its next turn, the slayer rises (a move action) with 1 hit point.

Str 21 (+15) **Dex** 23 (+16) **Wis** 23 (+16)
Con 26 (+18) **Int** 10 (+10) **Cha** 12 (+11)
Alignment evil **Languages** –

9. King's Tomb

Exploration Encounter

King Akkamendes's mummified corpse is interred within a golden sarcophagus. Although the chamber has no guardians, a terrible curse afflicts those who dare to steal his treasures.

When the characters enter this chamber, read:
A golden sarcophagus lies atop a heap of lamps, mirrors, and dusty bottles. More junk dangles from chains attached to the vaulted ceiling or sits half-buried in the sand. Set into the far wall is a 10-foot-wide exit tunnel.

The maps, mirrors, and bottles were once prisons containing genies that Akkamendes bound to service. Each was enchanted to hold a single genie but can be used now only if the genie enters willingly. Such a device can transport one of the four genie lords across the dungeon safely. Genies imprisoned in a lamp, mirror, or bottle can still see, hear, and talk with nearby characters. The genie must rely on another creature touching the prison to use a minor action to will the genie free.

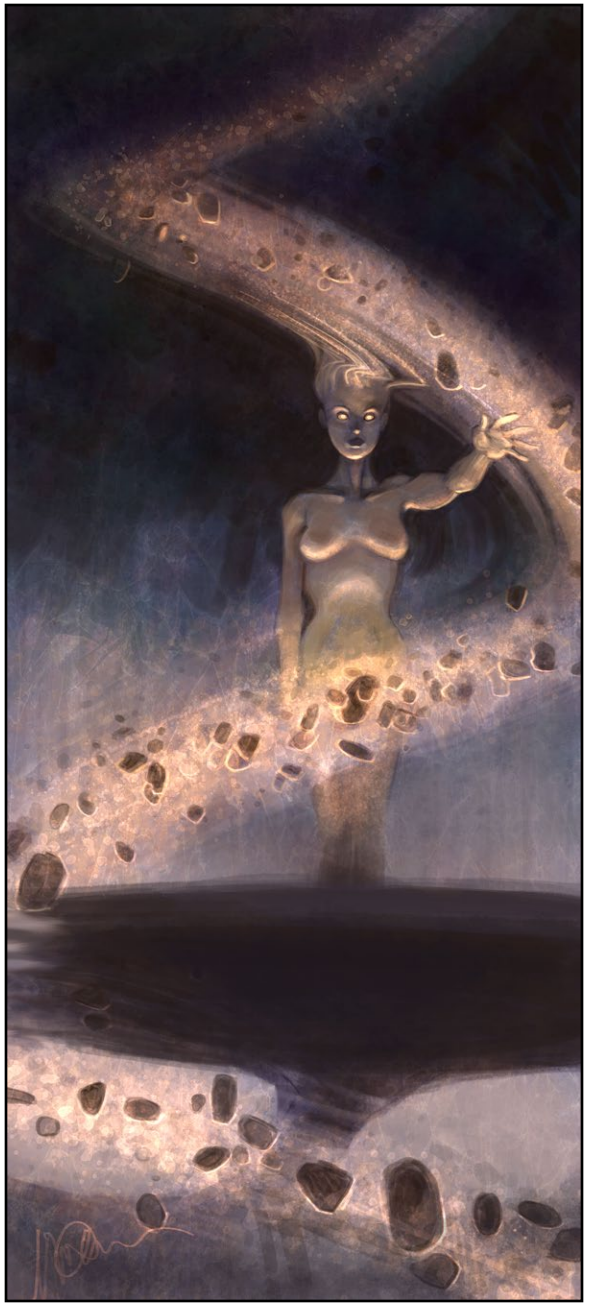
Treasure

Adventurers who open the sarcophagus discover a wealth of coins buried alongside the king's mummified body (approximately 18,000 gp in silver, gold, and platinum pieces). These coins are cursed and thus do not count toward the party's treasure allotment for the adventure. The curse of Akkamendes (stage 1) immediately afflicts any character who lifts even one coin from the sarcophagus.

The Curse of Akkamendes **Level 25 Curse**

Those who steal from the dead king's tomb can never lift another coin, lest it crumble to sand in their hands.

Stage 0: The curse is dormant.
Stage 1: The target always feels thirsty. Any silver or gold the target touches turns to sand.
Stage 2: As per stage 1, but includes platinum.
Stage 3: As per stage 1, but includes any valuable object.
Check: At the end of each extended rest, the target makes a Religion check.
27 or lower: The stage of the curse increases by one.
28–37: No change.
38 or higher: The stage of the disease decreases by one (if at stage 0, no change).
Lifting the Curse: The target must bury the body of King Akkamendes in the highlands of his birth.



10. Pyramid Core

Level 24 Combat Encounter (30,250 XP)

The adventurers battle Aegis for control of the pyramid. Only those who have united all four genie lords can defeat her and halt the Rolling Tomb's advance.

Light: Dim ambient light.

Monsters: Aegis.

When the characters enter this chamber, read:

Stairs lead up to a stone catwalk that rings the walls of a wide circular pit. Silver sphinxes crouch atop stony plinths that protrude from the walls of the shaft, about 30 feet below the catwalk.

The far section of the catwalk extends above the shaft, forming a podium atop which stands a woman made of sand, with eyes that burn gold like tiny suns. Thousands of broken pieces of rock tumble past her from below, filling the shaft with a rising cascade of dust and debris.

A glowing three-dimensional map of the pyramid floats in the air before the woman, its surfaces made from clouds of sand and accurate down to the smallest detail. Tumbling stones hiss constantly through the map, causing tiny ripples to break out over its surface. As the woman turns her attention toward you, she waves a hand through the pyramid, and it vanishes.

The woman's raspy voice fills the room. "You are very brave. Turn back or die."

Aegis doesn't attack the adventurers without provocation. She's willing to parley, but she is unwilling to stop the tomb. When she does attack, she does so only after creating mirages of herself.

Reverse Gravity Pit

From the catwalk, the shaft rises 200 feet and descends 200 feet. Gravity is reversed within the shaft, meaning that loose objects and falling creatures tumble up the shaft instead of falling down it. Dimension doors at both ends of the shaft cause anything hitting the roof to reemerge at the bottom and continue falling upward.

Gravity is normal above the catwalk and podium, to a height of 10 feet.

Flying creatures (including Aegis) are unaffected by the reverse gravity effect but take 10 damage from falling debris at the end of every turn they spend in the open shaft. Falling creatures do not take this damage, since they're moving in the same direction as the debris.

It takes roughly 5 seconds to fall 400 feet (the total length of the shaft), but for the sake of simplicity, assume that a creature falls 50 feet upward at the start of each turn in the initiative order. If a falling creature passes within reach of a ledge (such as Aegis's podium, a sphinx's plinth, or the catwalk), it can attempt a DC 25 Athletics check to grab on and stop the fall, taking 3d10 damage if it succeeds and continuing to fall if it fails.

Knocked Prone: A falling creature that is knocked prone is instead dazed until the end of its next turn.

Releasing the Genies

Releasing the imprisoned genie lords weakens Aegis, making her easier to destroy. Specific prisons have their own rules for releasing the lord bound within.

When a character releases the first genie, read:

Colored smoke seethes from the object in your hands, rapidly coalescing into the form of the imprisoned genie lord. The genie points a finger toward Aegis and roars, "Now I claim what is rightfully mine!"

The elemental's eyes flash as ribbons of sand detach from her body and swirl into the genie's fingertip. She diminishes.

Aegis takes 110 damage each time a genie lord reclaims its power, so if all the genies reclaim their power, she takes damage equal to her bloodied value. The genie dives back inside its prison once it has

Aegis **Level 24 Solo Controller**
Medium elemental humanoid XP 30,250

HP 880; **Bloodied** 440 **Initiative** +16
AC 38, **Fortitude** 34, **Reflex** 36, **Will** 38 **Perception** +23
Speed 8, fly 8 (hover) Blindsight 10
Immune blinded, disease, poison, sleep
Saving Throws +5; **Action Points** 2

Traits

Action Recovery
Whenever Aegis ends her turn, any dazing, stunning, or dominating effect on her ends.

Elemental Power
Aegis draws her power from the four genie lords that are bound to her. She is immune to any damage that would reduce her to fewer than 440 hit points until all four genie lords have reclaimed their power.

Sand Form
Aegis cannot be grabbed, immobilized, petrified, polymorphed, or restrained. She can move through any opening that sand could pour through.

Shifting Sands
On an initiative of 10 + her initiative check, Aegis can use a free action to shift up to her speed and use *disintegrating touch*, *radiant gaze*, or *elemental vortex*. This movement does not provoke opportunity attacks. If Aegis cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead.

Standard Actions

Disintegrating Touch ✦ **At-Will**
Attack: Melee 1 (one creature); +27 vs. Fortitude
Hit: 4d10 + 21 damage, and ongoing 20 damage (save ends). If a creature drops to 0 hit points due to this power, the creature's body disintegrates.

Radiant Gaze (radiant) ✦ **At-Will**
Attack: Ranged 10 (one or two creatures); +27 vs. Will
Hit: 4d10 + 21 radiant damage, and the target is blinded (save ends).

Elemental Vortex (varies) ✦ **Recharge** ⚄ ⁞⁞
Attack: Area burst 2 within 10 (creatures in the burst); +27 vs. Reflex
Hit: Aegis chooses one of the following effects. Each power is named after a genie lord, and Aegis loses the power if that lord reclaims his or her power.
1. *Bazan:* 2d12 + 10 fire damage, and ongoing 15 fire damage (save ends).
2. *Emek:* 1d10 + 10 damage, and the target is petrified (save ends).
3. *Ossivir:* 2d10 + 21 lightning and thunder damage, and Aegis pushes the target up to 3 squares and the target falls prone.
4. *Zhara:* 2d8 + 21 cold damage, and Aegis slides the target up to 3 squares.

Minor Actions

Create Mirages (illusion) ✦ **Recharge** when Aegis spends an action point
Effect: Aegis creates five illusory images of herself, each appearing in an unoccupied square within 10 squares of her. An image looks exactly like Aegis and has her defenses, but an image has only 1 hit point and cannot take actions. A missed attack never damages an image. When Aegis moves, she can move up to two images up to 8 squares at the same time. Aegis's attacks seem to originate from all the images, and when she makes an attack, she can choose to have the attack originate from an image instead of herself. Aegis can have only five images active at any one time.

Move Actions

Teleport (teleportation) ✦ **At-Will**
Effect: Aegis teleports, swapping places with one of her images. An observer can tell Aegis teleported only with a successful DC 28 Arcana or Perception check.

Skills Arcana +24
Str 21 (+17) **Dex** 19 (+16) **Wis** 22 (+18)
Con 20 (+17) **Int** 24 (+19) **Cha** 28 (+21)
Alignment unaligned **Languages** Common, Primordial

reclaimed its stolen energy, thus avoiding any damage from the pyramid's genie wards, which remain in place until after she is destroyed.

Defeating Aegis

Aegis disintegrates when she drops to 0 hit points, but the adventurers have no time to catch their breath before they're hurled back into danger. Continue with "The Planar Bomb" section.

The Planar Bomb

Level 24 Combat Encounter (30,600 XP)

The wizards who built the Rolling Tomb rigged a devastating weapon to the heart of the pyramid, set to explode if anyone destroyed Aegis. The adventurers must disarm the bomb while sky-diving up the bottomless pit and fighting sphinxes.

Light: Dim ambient light.

Monsters: 4 silver sphinxes.

After Aegis is destroyed, read:

A booming voice rends the air.

"Now you shall know the wrath of Akkamendes the Devourer. If I cannot rest in the land of my forefathers, then this world is dead to me—and you with it."

A pattern of runes flares to life across the surface of the podium, and explosions sound in the pit. The catwalk shakes, and cracks race up the spur of rock that holds the podium aloft. With a mighty snap, the whole platform skyrockets up the shaft. Moments later, the silver sphinxes below the catwalk alight from their perches and accompany it.

***Arcana DC 20** (trained only): The runes suggest that the podium contains some kind of planar doomsday device. Nowhere in this realm is truly safe if it explodes!*

Unless they can devise a way to stop the heavy stone podium, the adventurers must skydive after it and attempt to disarm the bomb during freefall.

Combat while Freefalling

Characters in freefall use the following special rules.

Altitude: All creatures fall at the same rate, so the tumbling podium counts as "ground level." Use differently colored dice to track each creature's altitude, with the upward face showing how many squares above or below the podium they are.

Grabbing the Podium: A creature on the catwalk can jump toward the falling podium and attempt to latch on to it. Likewise, a flying or falling creature

4 Silver Sphinxes	Level 24 Brute
Large elemental beast	XP 6,050 each
HP 270; **Bloodied** 135	**Initiative** +17
AC 36, **Fortitude** 33, **Reflex** 36, **Will** 34	**Perception** +24
Speed 6, fly 8 (hover)	Darkvision, truesight 10
Standard Actions	
⊕ **Claw** ✦ **At-Will**	
Attack: Melee 2 (one creature); +29 vs. AC	
Hit: 4d10 + 18 damage, and the target falls prone.	
⸸ **Pounce** ✦ **At-Will**	
Effect: The sphinx flies up to its speed, then uses *claw* twice.	
Minor Actions	
✧ **Frightful Roar** (fear) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Close burst 10 (enemies in the burst); +27 vs. Will	
Hit: The target is dazed (save ends).	
Skills Bluff +23, Insight +24	
Str 22 (+18) **Dex** 20 (+17) **Wis** 25 (+19)	
Con 20 (+17) **Int** 28 (+21) **Cha** 22 (+18)	
Alignment evil **Languages** Common, Supernal	

can try to latch on the podium as it passes by. Either effort requires a move action and a successful DC 25 Athletics check. A creature latched on to the podium is considered to be climbing it. If the creature takes damage while climbing, it must make another DC 25 Athletics check or lose its grip; however, it remains adjacent to the podium.

Prone: A falling creature that is knocked prone is dazed until the end of its next turn instead.

Arcs of Fire and Lightning

At the end of each round, on initiative count 0, arcs of fire and lightning momentarily fill the shaft, dealing 15 fire and lightning damage to every creature in the shaft and on the catwalk.

Disarming the Bomb

The adventurers must succeed on eight DC 26 Arcana or Thievery checks to disarm the bomb. Each check requires a standard action and must be made while adjacent to the falling podium.

The bomb explodes only if the adventurers die or retreat from the chamber. Its precise effects are left up to you. The blast certainly destroys the pyramid and everything within, but it could easily blossom outward to devour the Well of Stars, the desert surrounding it, and even the entire campaign world.

The glowing runes on the podium flicker out when the bomb is disarmed. Torches throughout the pyramid sputter out, the sand titans outside collapse (causing the Rolling Tomb to stop), and the pit loses its reverse gravity and dimension door effects. Characters hurtling up the pit have a single chance to grab hold of the walls as gravity is reset, slowing them to a stop for a split second (Athletics or Acrobatics DC 19). Otherwise, the characters fall.

Concluding the Adventure

Stopping the Rolling Tomb of Akkamendes should bolster the adventurers' reputations and set them on course to fulfill their epic destinies. Sages from all over the world descend on the broken tomb to study its history, while budding warlords try in vain to harness the powerful magic that roused it from its torpor.

The characters are likely to end the adventure with four powerful genies imprisoned inside bottles or other objects. Cunning players might feel compelled to bargain before releasing them. As the DM, you should spin this however you please. Such dealings can easily form the basis of new adventures and potentially earn the characters dangerous new enemies.

The significance of the comet is left intentionally vague. With the epic tier looming, it could signal a new threat or herald the rise of new heroes!

About the Author

Will Doyle is a video game designer working in the United Kingdom, and he has previously published articles for both *Dungeon* magazine and *Kobold Quarterly*. Will and his girlfriend Stacey run a D&D blog at http://beholderpie.blogspot.co.uk.

The Last Slave Lord

An AD&D® adventure for character levels 6-9

By Robert J. Schwalb

Illustrations by Noah Bradley and Jim Nelson

Cartography by Jason A. Engle

The long nightmare is over. The Slave Lords have finally been defeated. Their wicked city, Suderham, has been reduced to ash, along with the slavers and their monstrous legions. No longer must the good people of the Wild Coast watch the horizon for yellow sails. No longer must they fear being ripped from their homes and carried away to far-flung lands. The victims of the slavers' depredations have begun the long journey to recovery. A new day has dawned.

Or has it?

An old ally resurfaces with information about the sinister Stalman Klim that predicts the return of the slavers. The only way to be certain that the threat is truly over is to sail south to the Monastery of the Toiling Lady and put all doubts to rest for once and for all.

The adventure is designed for use with the 1st Edition Advanced Dungeons & Dragons™ *Player's Handbook®*, *Dungeon Master's Guide®*, and *Monster Manual®*. You can also run this adventure using the 2nd Edition rules, adjusting XP awards as appropriate. Conversion guidelines for using 4th Edition follow at the end of the adventure.

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"The Last Slave Lord" takes place after the events of the Slave Lord series (recently collected in a hardcover book titled *Against the Slave Lords*™). You can use this adventure even if the players did not play through the original series, though you'll need to come up with an appropriate hook to get the characters involved.

Background

Stalman Klim was one of the most powerful and influential members of the Slave Lords. Although he was second to Feetla, he had the ear of everyone counted as a member of the Nine. His voice rang with true authority, for he was a priest of the dreaded Earth Dragon, a mysterious Flan spirit god rarely worshiped by humans. Furthermore, Klim had brokered alliances with the Scarlet Brotherhood and, with their aid, amassed incredible power both mundane and magical.

The influence Klim enjoyed helped him play the other Slave Lords like puppets. He fed their suspicions and kept them focused on one another rather than on him. As skilled as he was at manipulating his peers, Klim never felt secure in his position. He believed, and rightly so, that he had accumulated no shortage of enemies who would like to see him dead. Aside from the usual precautions—employing food-tasters, never being without a personal guard, never using his true name (he was known as Mordrammo to his underlings, a name meaning "I am Death"), and keeping *word of recall* in mind—he also took steps to survive the unthinkable. The Scarlet Brotherhood owed Klim favors after all the years he spent feeding them information about the Wild Coast and slaves. Through these allies, he secured a retreat: an abandoned monastery once occupied by devotees to Bralm. Then he pressed the Brotherhood to provide him with a clone.

He had cast the spells and prepared the site to hold the maturing clone when the organization fell. Klim was present when adventurers attacked, and he defeated them and held them in prison cells until they could be questioned. He erred when he interpreted the tremors shaking the city as being a sign of his deity's hunger. Rather than killing the adventurers, he had them thrown into the caves so his god could devour them.

Klim underestimated their determination. They escaped their fates and, in doing so, enraged the "Sacred Scaly One," causing the volcano to erupt and erase Suderham and all its wickedness from the world. Stalman Klim and the other Slave Lords found death in the ensuing battle.

The clone was still growing when Klim died. Now, in the weeks after the disaster, his soul waits inside the developing body, knowing his chance for revenge is at hand.

An Old Friend

The lords of the Wild Coast sent numerous adventuring parties and spies to deal with the slavers preying on their lands. The casualties proved high, and few operatives returned in the weeks following the collapse of the Slave Lords. One agent escaped with critical information about a possible surviving slaver. This agent is Selzen Murtano, a skilled spy who played an important part in helping the adventurers destroy the organization's leadership. Having clawed and lied his way to the rank of lieutenant, he overheard a private conversation between Mordrammo and Brother Milerjoi, a high-ranking member of the Scarlet Brotherhood, in which the two discussed preparations for a magical event that would take place at a secret base on the southern shores of the Jeklea Bay. Although Murtano wasn't certain what the two were plotting, he was concerned enough to bring the matter to his superiors.

Knowing that the Slave Lords would return unless destroyed completely, they charged Selzen Murtano with following up on this lead. They gave him 2,000 gp to hire a ship and adventurers to assist him. First he prowled the ports and secured a caravel, and then he tracked down the player characters.

Murtano makes his case to the characters, telling them the mission should be simple—all they have to do is scout a location to be sure that no agents of the Slave Lords are hiding there. He explains the information he discovered and offers the group 1,000 gp plus any treasures they find along the way.

Characters who participated in A3 (*Assault on the Aerie of the Slave Lords*™) and A4 (*In the Dungeons of the Slave Lords*™) should know Selzen Murtano. He was the one they first met disguised as a beggar, the one who helped them when they were dropped into the labyrinth, and the one who found them and steered them toward the slavers' ship, the *Water Dragon*. If the characters did not play through the original adventures, Murtano tells them everything he knows about the Slave Lords—how they preyed on innocents and sold their prisoners to work in distant places, toiling for the Scarlet Brotherhood and worse.

If Murtano died in A4, replace him with an NPC of your own making.

Selzen Murtano: AC 4 (studded leather); MV 12″; 7th-level thief; hp 33; #AT 1; D 1–8 (longsword); AL NG; SZ M; XP nil.

S 7, I 16, W 6, D 18, C 15, Ch 14.

Selzen Murtano is a slender man with attractive features and a sly wit. He's prone to impulsiveness and sometimes acts without thinking. He keeps his black hair short and his face shaved. He wears fine studded leather armor and keeps a longsword in a scabbard hanging from his belt. In addition to weapons and armor, Selzen has a padded wallet containing thieves' tools.

Notes for the DM

This adventure is intended for characters from 6th to 9th level. A balanced mix of classes and abilities will give the characters the best chance of success, and you should allow them to use henchmen and hirelings to supply needed skill.

Before beginning play, read all parts of this adventure thoroughly. If you are using "The Last Slave Lord" as part of an ongoing campaign, change the text as needed to adapt it for your game.

The clone of Stalman Klim gives the PCs a villain to fight. If Klim survived the original series, you can drop the clone angle and assume the PCs are fighting the genuine article. Alternatively, you can replace the clone with a different Slave Lord that survived A4's conclusion.

Information presented in the key is divided into two sections. The italicized text is material that you can read or summarize to the players. In all cases, the text assumes the characters can see, so adjust it as needed to match the circumstances. The information in normal text provides details about the location and is meant for your eyes only. Characters can discover this information during the game, but they will not know it from the start.

Running the Adventure

In this location-based adventure, the adventurers explore a ruined monastery to hunt down the last surviving Slave Lord, Mordrammo, also known as Stalman Klim. The priest of the Earth Dragon has arranged for a Scarlet Brotherhood wizard named Geoffrey to watch over the monastery until the clone finishes growing. Klim regards the wizard and his lackeys as expendable. When Klim awakens in his new body, he plans to fetch his treasure and quit the place for safe harbor in Cauldron by way of his pet wyverns.

Monster and NPC Statistics

This adventure uses an abbreviated format for monster and NPC statistics.

AC = Armor Class
MV = Movement rate
HD = Hit Dice
hp = Hit points
#AT = Number of attacks
D = Damage
SA = Special attacks
SD = Special defenses
AL = Alignment
SZ = Size
XP = Experience point value
S = Strength
I = Intelligence
W = Wisdom
D = Dexterity
C = Constitution
Ch = Charisma

Mordrammo did not know how dangerous the monastery was when he took possession of it. Although Bralm's followers are unapologetic slavers, most aren't overly wicked and merely seek to emulate their goddess by building orderly societies. The monks and priests dwelling here exaggerated the worst qualities of the faith, and their cruelties proved unique and innovative. The remnants of their slaves still live in the old mines worming through the mountains, transformed by otherworldly energy into grimlocks, and the monks and priests slain in the temple's final days haunt the monastery as undead.

Thus, what should have been a simple task—waiting for a clone to develop—has turned into a nightmare for the wizard and his lackeys. Each night the grimlocks muster outside the monastery, seeking entrance, while the spirits of the damned flit through the corridors.

As desperate as the situation has become for Mordrammo's guards, leaving the monastery to the grimlocks is not an option for the characters. The clone grows in a secret place the grimlocks will never find. After the clone quickens, he will escape, leaving the guards to whatever doom awaits them.

From the moment the characters arrive on the beach, they have 48 hours to find Mordrammo and destroy the clone. After this time, he emerges from the vat in full possession of his memories and a white-hot hatred for the adventurers. If his wyverns still live, they carry him, his treasure chests, and his *iron flask* away. If the clone discovers that his wyverns are dead, he kills as many characters as he can and then casts *word of recall* to whisk himself away to his prepared sanctuary in Cauldron, where he plans to resurrect the Slave Lord organization.

Raising the Alarm

The priest's lackeys hold their positions to guard against intruders. During the day, the guards become lax in their duties, sleeping, eating, and resting. At night, the complex goes on alert. Any strange sounds, such as fighting, explosions, or general mayhem, draws all of Mordrammo's servants from areas within 60 feet of the disturbance.

Other Survivors

If you ran all the modules in the Slave Lords series, other Slave Lords or their agents might have survived. Feel free to include those NPCs in this adventure to increase the difficulty and create stronger ties to earlier scenarios.

Retreat

There is no place in the monastery where the PCs can rest unless they kill all of Mordrammo's servants. Characters who retreat to rest and regain their spells must deal with the creatures stalking the monastery's exterior at night. The outer structures might provide some shelter, but the grimlocks creep through the darkness, their senses keen enough to detect the characters. Thus, the PCs should not get much rest at night as waves of grimlocks attack. The best place to take shelter is the Shrine (area 31), but the wyverns roost here and attack anyone they do not recognize.

Surrender

If the characters surrender to the grimlocks, the creatures drag the PCs into the old mines (area 4) and take them to their mind flayer master—a threat beyond the scope of this adventure. The adventurers likely become enslaved and warped into hideous monstrosities, condemned to spend their remaining days in the mind flayer's service.

If the characters surrender to Mordrammo's people, they are disarmed and imprisoned in the penitentiary (area 25), where the sons of Kyuss attack them. Spellcasters are gagged, their fingers are tied, and they are woken every three hours to prevent them from regaining spells. The torturer questions the PCs about their purpose here. After a while, the guards throw the characters off the cliffs around the monastery.

Traveling to the Monastery

The Monastery of the Toiling Lady can be found in the inlet at hex X-4/155, clinging to the lower peaks of the Hellfurnaces where they tumble down to Jeklea Bay. Selzen Murtano has secured a caravel to make the journey to the site. As written, the trip is long and uneventful. At your discretion, you can add complications to the voyage. A storm, random encounters (use the table under Salt-water Seas and Bays in the *World of Greyhawk Glossography*, page 15), or full-blown side treks can liven up the journey to the monastery.

> Your ship passes into the cove, revealing a wall of low-lying mountains that tumble down to a stony shore. Rocky islands rise hundreds of feet in the air, their bases eroded by the incessant waves that crash against them. Foliage and overgrowth clings to any surface it can along the shores and up the mountainside, bearding the cliffs with vines, lianas, and gnarled trees. Just beyond one of the rock islands, you spot a weathered monastery on a shelf stabbing out from the cliff high up the mountainside. A narrow path clings to the cliff, ascending through a series of switchbacks until it reaches the structure.

Sailing the ship farther into the cove is dangerous. Any member of the crew can tell the characters that the waters are too shallow for the caravel's size. Furthermore, any sentries on duty would undoubtedly notice the approaching vessel.

The stony beach below the monastery is about a quarter-mile away. The caravel has two smaller rowboats, each large enough to accommodate eight passengers. The characters might swim to the shore, though doing so has its own perils (see "swimming" in the *Dungeon Master's Guide*, page 55). At your discretion, the characters might also use magic to reach the shore.

Two dangers lie in wait. The shallows hold the first: two giant sea snakes swim through these warm waters. Swimming characters have a 1-in-6 chance of drawing the snakes' attention; characters in boats have a 1-in-8 chance. The sea snakes enter any combat fought on or in the waters at the start of the third round.

Giant Sea Snakes (2): AC 5; MV 12″; HD 8; hp 40, 32; #AT 2; D 1-6/3-18; SA poison, constriction; AL N; SZ L; XP 1,000 + 12/hp each.

The second danger comes from above. Rowing characters who watch the sky immediately spot two wyverns. A mated pair tamed by Mordrammo, the wyverns roost at the top of the rock island (area 31). They ignore swimmers and don't notice smaller boats, but if the PCs engage in combat on the way to the shore or fly toward the monastery, the wyverns attack.

Wyverns (2): AC 3; MV 6″/24″; HD 7 + 7; hp 42, 35; #AT 2; D 2-8/1-6; SA poison; AL NE; XP 925 + 10/hp each.

Stones and rocks form a narrow strand littered with driftwood and seaweed. About ten yards from the water, a 10-foot-wide path winds up to the monastery.

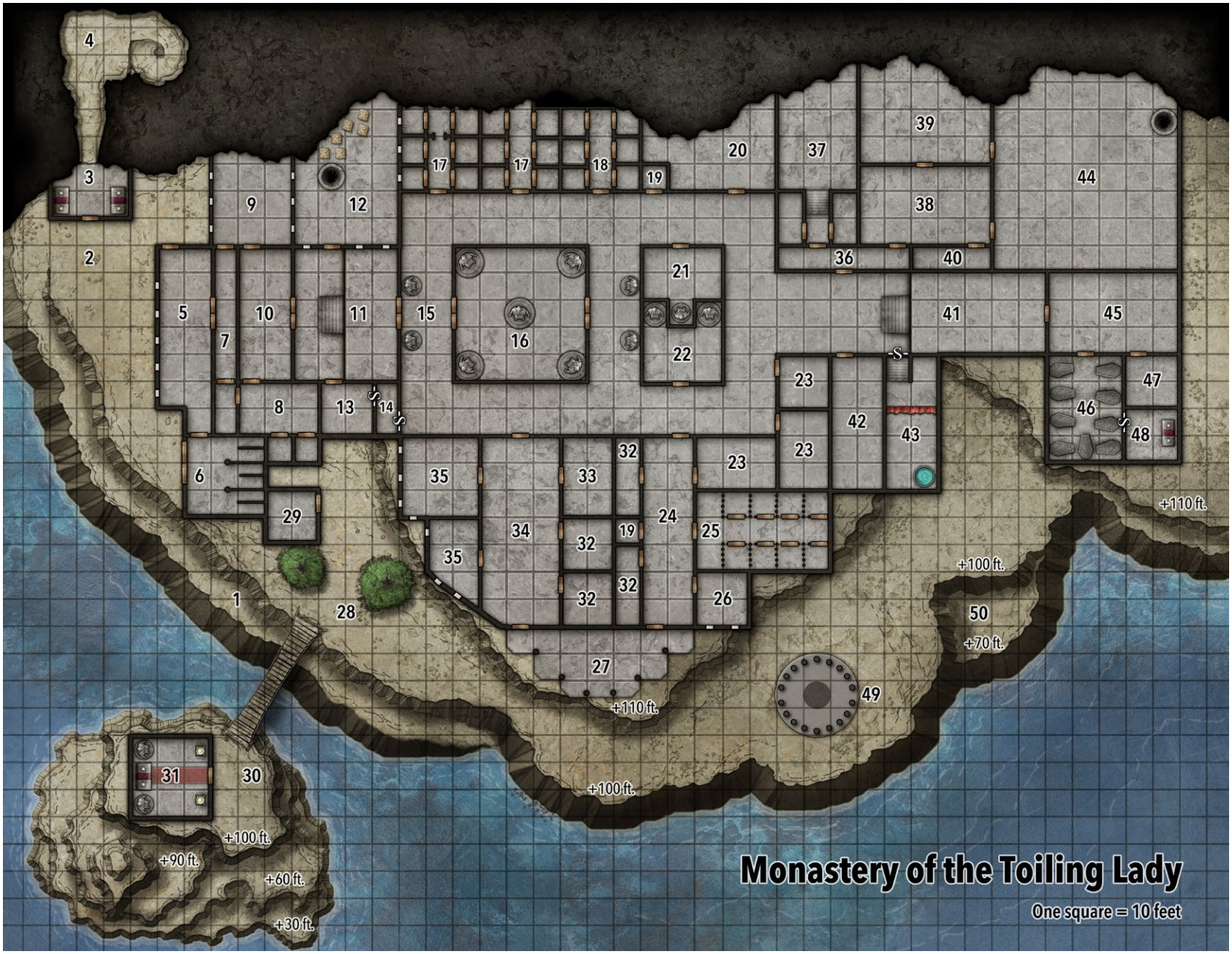
The Monastery

Slaves built the Monastery of the Toiling Lady three centuries ago after Suloise prospectors discovered silver deposits in the mountains. Seeking the blessing of Bralm to continue their good fortune, they funded the construction of a monastery in front of the mine entrance, as is customary for devotees of this goddess. The mine was tapped out after a decade or so, and the investors departed with the monks and priests in tow, abandoning the monastery, the mines, and the miners, but not before a few slaves took revenge.

Monastery Features

The Monastery of the Toiling Lady has several common features. These features apply throughout the structure unless the area descriptions say otherwise.

Storms blowing across the Jeklea Bay have taken their toll on the monastery's exterior walls. The paint is flaking and peeling, and the insectoid grotesques


Monastery of the Toiling Lady
One square = 10 feet
+110 ft.
+100 ft.
+70 ft.
+110 ft.
+100 ft.
+100 ft.
+90 ft.
+60 ft.
+30 ft.

arranged around the outside have lost many of their features, looking more like misshapen lumps of stone.

Shelf: The monastery perches on a shelf 100 feet above the beach. The shelf consists of three main levels. The yard and entrance areas are 100 feet above the beach, and the main temple and adjoining rooms are 10 feet above that. Finally, the farthest shelf stands 20 feet above the yard.

Doors: The sturdy hornwood doors have bronze handles and hinges. They open into rooms unless otherwise noted. Exterior doors are locked and must be forced or opened by lockpicking. Interior doors are not locked unless otherwise noted.

Windows: Wooden shutters cover the windows. A shutter has 10 hit points. Noise from destroying a shutter might attract the attention of nearby inhabitants. Characters can remove shutters more quietly. It takes 18 points of Strength to pry a shutter free.

Halls and Chambers: Hallways and chambers have dimensions as noted on the map. Ceilings range from 15 to 20 feet high. Interior floors are wooden and clean. Tracking has a -30 percent modifier.

Light: All unoccupied locations are dark. Lanterns light the areas occupied by pirates and assassins.

Walls: Exterior walls are 3 feet thick and made from stone blocks mortared together and covered in peeling paint. Many sections are white and brown, and they boast images of insects at work, as appropriate for a temple dedicated to Bralm. Interior walls are made of wood and are 1 foot thick. All the woodwork has carvings of overlarge, lifelike bees, ants, wasps, and other insects, which appear to be crawling and burrowing into the wood.

Roof: Terracotta tiles form the roofs of all structures. Creatures moving across a roof do so at half their normal rates.

BRALM

The Suel goddess known as the Hive Goddess, the Toiling Lady, and the Flying Queen teaches obedience, industry, and hierarchy as the greatest virtues. Slavers and tyrants favor her, but so do lawmakers, soldiers, and anyone who values organization as a means to completing complex and challenging tasks. Her clerics take on the roles of overseers and advisors, though they work as hard as anyone they master. Insects that gather in large, organized colonies represent the ideal toward which all should strive, for these lowly creatures can accomplish great tasks when they work together.

Bralm's clerics wear yellow or brown robes embroidered with insect designs. Some extremists worship insects as avatars of their goddess and keep giant insects as companions or guards. All Bralm followers pray at dawn and dusk, the times when insects are most active.

Random Encounters

Monsters infest the mountains and the jungles to the south. The fighting and promise of fresh meat draws them into the area. During the day, roll a d% on the Daytime Encounters table once every four hours. At night, roll a d% on the Nighttime Encounters table once every hour. Characters are considered to be outdoors if they are not in the main complex. Also, a result that indicates monsters does not necessarily mean a battle—just that one or more creatures happen to move into the area. Creatures have no treasure if none is mentioned in the encounter description.

DAYTIME ENCOUNTERS

d%	Result
01-02	4d6 dakons coming to the monastery to investigate the disturbances, which they believe to be the monks returned. In olden times, they brought gifts to the monks to ensure peace between their people. These dakons have brought a chest of 500 gp to ensure the continued peace.
03-04	1d2 wyverns, untamed and hunting for food.
05-06	1d6 su-monsters hunting prey.
07-08	1d6 + 6 pirates plus 1d3 assassins disguised as monks on patrol. Each pirate carries 3d6 sp, and each assassin carries 2d4 gp. Reduce the number of pirates and assassins in the complex by the number defeated in each such random encounter. For the sake of simplicity when reducing, eliminate whole encounters.
09-10	2d6 giant wasps harvesting wood splinters for their nest.
11-95	Nothing.
96-00	2d6 crabmen foraging (dawn or dusk only).

Dakon: AC 5; MV 6″; HD 1 + 1; hp 5; #AT 2; D 1-10/1-10; AL LN; XP 20 + 2/hp.

Wyvern: AC 3; MV 6″/24″; HD 7 + 7; hp 38; #AT 2; D 2-16/1-6; SA poison; AL NE; XP 925 + 10/hp.

Su-Monster: AC 6; MV 9″; HD 5 + 5; hp 27; #AT 5; D 1-4 (×4)/2-8; SA psionics; AL CN; XP 225 + 6/hp.

Pirate: AC 7 (leather, shield); MV 12″; HD 1; hp 4; #AT 1; D 1-6 (spear); AL CE; XP 9 each.

Assassin: AC 7 (leather, shield); MV 12″; 4th-level assassin; hp 14; #AT 1; D 1-8 or 1-6 (long sword or long bow); AL NE; XP 85 + 4/hp.

Giant Wasp: AC 4; MV 6″/21″; HD 4; hp 18; #AT 2; D 2-8/1-4; SA poison; AL N; XP 320 + 4/hp.

Crabman: AC 4; MV 9″/6″; HD 3; hp 13; #AT 2; D 1-4/1-4; AL N; XP 35 + 3/hp.

NIGHTTIME ENCOUNTERS

d%	Result
01-05	4d10 gibberlings.
06-10	2d10 grimlock warriors and 1d3 grimlock leaders seeking entrance to the monastery. Each carries 3d6 sp, 2d6 ep, and 2d4 gp.
11-15	1d2 umber hulks looking for food.
16-20	1d3 trolls looking for trouble.
21-25	3d6 giant bats hunting.
26-99	Nothing.
00	Ghost. If the characters defeat the ghost in area 18, treat this as nothing.

Gibberling: AC 10; MV 9″; HD 1; hp 4 each; #AT 1; D 1-8 (long sword); SA +1 to hit; AL CN; XP 14 + 1/hp.

Grimlock Warrior: AC 5; MV 12″; HD 2; hp 9; #AT 1; D 1-6 (hand axe); SD blind sight, immunities, AL NE; XP 28 + 2/hp.

Grimlock Leader: AC 4; MV 12″; HD 3; hp 13; #AT 1; D 1-6 (hand axe); SD blind sight, immunities; AL NE; XP 50 + 3/hp.

Umber Hulk: AC 2; MV 6″ (1″-6″); HD 8 + 8; hp 44; #AT 3; D 3-12/3-12/2-10; SA gaze confuses; AL CE; XP 1,300 + 12/hp.

Troll: AC 4; MV 12″; HD 6 + 6; hp 33; #AT 3; D 5-8/5-8/2-12; SD surprised only on a 1, regeneration (+3/r); AL CE; XP 525 + 8/hp.

Giant Bat: AC 8; MV 3″/18″; HD 1; hp 4; #AT 1; D 1-4; SD maneuverability class C; AL N; XP 10 + 1/hp.

Ghost: AC 0 (8); MV 9″; HD 10; hp 55; #AT 1; D special; SA age 10 years and panic, age 10-40 years per touch, *magic jar*; SD ethereal vs. weapons and spells; AL LE; XP 4,820.

As long as the monastery doors remain securely shut, there are no random encounters indoors. If any entrances are left unsecured, wandering monsters might enter the monastery at night and cause trouble (at your discretion). In particular, the gibberlings and grimlocks rampage through the complex. The gibberlings kill anything they encounter, whereas the grimlocks take prisoners, dragging them back into the mines.

Key to the Monastery

See page 35 for the map of the monastery.

1. Path

The path climbs three hundred up the side of the cliff through a series of switchbacks.

A crumbling path ascends the side of the cliff through a series of switchbacks. Rocks and broken bits of masonry litter the path, and in places, the ground has surrendered to the elements, crumbling away until only a narrow stretch of flat road remains. The cliff itself is worn and weathered, covered in vines and other growth, including a few small trees that have somehow taken root in the rock.

Despite the path's poor quality, the characters can navigate the gaps and breaks with little trouble and reach the top in three turns. Six giant wasps have a nest in a cleft fifty feet below the path. When the characters come within 40 feet of the nest, the giant wasps fly out and attack.

Giant Wasps (6): AC 4; MV 6″/21″; HD 4; hp 20, 17, 17, 15, 15, 12; #AT 2; D 2-8/1-4; SA poison; AL N; XP 320 + 4/hp each.

Characters who climb down to the cleft find that it is a narrow path extending 60 feet into the cliff and opening into a natural chamber that has a 30-foot radius (not pictured on the map). Scattered on the floor are twenty-three gems, each worth 1d10 gp. After the area is clear of giant wasps, the characters can safely rest here.

2. Yard

The path ends at a rubble-strewn series of three shelves, each higher than the last. The shelves stretch out from the mountainside to provide a commanding view of the cove. The monastery spreads across the three shelves, its white and brown painted walls now in poor condition. A row of shuttered windows stands in the wall facing you. Terracotta tiles lie among the broken remains littering the grounds.

A small shrine stands against the mountainside. The door hangs open, revealing a dark interior.

Just beyond the shelf stands an enormous rocky spur, a forested island that seems like it broke away from the cliff. A rope bridge reaches across the gap to grant access to a tiny temple perched on the top. Reaching the bridge is difficult because the ground has crumbled away up to the stable's edge.

Mordrammo's soldiers patrol the outside during the day, fearing the grimlocks that boil out from the old shrine (area 3). The place is deserted.

Characters inspecting the ground can find numerous tracks of humanoid creatures, most of which appear fresh, made as early as the previous evening.

A bloated grimlock corpse is sprawled on the ground near the door to area 5. It has been lying here for a few days. Grisly stab wounds cover its chest and face.

3. Bloody Shrine

The monks constructed a shrine around the entrance to the old mine that dug into the mountain. Miners and visitors made offerings of prayers to their gods here before descending into the darkness. Now, the grimlocks use the shrine as a staging point for their attacks against the monastery.

A foul odor hangs in the air around the ruined shrine, and you can hear a buzzing noise coming from inside the structure. The exterior might have been nice at one time, with hundreds of wooden statuettes of various gods and powers. Now, many of the icons have disappeared, cracked, or rotted away. The wind and rain have scoured the paint, exposing the sun-bleached and warped wood.

Inside the shrine are two altars on either side of the door, each covered in a heap of human heads. Flies cover them thickly, maggots squirming in the meat. Blood paints the altars and the stone floor. The mountain serves as the back wall, and in the center stands what seems to be a squared mine shaft. Rocks have been piled in front, but something has cleared most of them from the wall.

The thousands of flies infesting the shrine are a cifal, an amorphous creature made up of swarming insects. When the characters enter the shrine, the flies gather into their human-sized form.

Cifal (1): AC 6; MV 6″; HD 8 or 10; hp 49; #AT 1; D 1–12; SD edged weapons deal 1 damage maximum; AL N; XP 2,036.

The cifal attacks the characters to drive them away from its grisly feast. If the PCs deal at least 10 points of damage to the cifal, they disturb the energy it uses to hold its shape, and it disperses and flies away at a movement rate of 24. Each round, the cifal regains 2 hit points. After it regains 10 hit points, it stops regaining hit points and assumes its amorphous form once more to attack the characters. The cifal fights until destroyed.

There are fourteen heads in all, eight on one altar and six on the other. The grimlocks leave them here to warn off the slavers and assassins.

Characters who inspect the mine shaft deduce that the rocks have been pushed into the shrine. Human-sized footprints cover the bloody floor in the shrine and continue into the shaft beyond.

4. Fetid Cave

The grimlocks lurking in the mountain have an understanding with the neo-otyugh. It guards the entrance and they let it live.

The stench grows stronger in this natural cave. Offal mixed with bones and debris forms a mound in the center of the chamber. Another squared tunnel exits the room to the east and descends into darkness.

A neo-otyugh huddles under the filthy pile, digesting the carcass of a pirate dragged off by the grimlocks and left here as an offering. Although the creature is content, it won't pass up the chance to collect a bit more flesh for future meals. The neo-otyugh has no treasure.

Neo-Otyugh (1): AC 0; MV 6″; HD 10; hp 57; #AT 3; D 2–12/2–12/1–3; SA disease; SD never surprised; AL N; XP 2,355.

The tunnel leads deep into the mountain, entering an extensive, labyrinthine mine. The original miners who didn't flee became grimlocks after several generations of inbreeding, helped by a mind flayer's sinister magic. The tunnels, their layout, and the other threats the characters might face there are beyond the scope of this adventure, but they provide an excellent opportunity for expanding the scenario after the PCs complete their mission. If the characters want to press on into the mines now, remind them of their purpose here. If they still seem intent on exploring the mountain's depths, a few encounters with large bands of grimlocks should turn them around.

5. Entrance Hall

The door to this room is locked and barred from inside, so even if the lock is picked, the characters must still break down the door unless they can convince the guards to let them in.

Light shines through the shuttered windows cutting across this long hallway, which has a stained and filthy hardwood floor. A mural covers the entire east wall and depicts human slaves toiling under the watchful gaze of overseers dressed in insect masks and brown robes. Giant bees fly through the air, while giant ants serve as beasts of burden for the slaves. Exits include the door to the north that leads outside, a set of double doors in the east wall, and a single door to the south.

The people guarding this area are a mix of pirates and assassins—the same sorts that occasionally patrol the area outside the monastery. If the PCs have already wiped out all the pirates and assassins, no

one is in this room. Defeating the pirates and assassins here reduces the number of patrols the PCs can randomly encounter outside the monastery.

The guards are under orders not to open the door for anyone. No amount of bluster, threats, or begging will convince them to open it. If the characters try to break it down, one of the pirates runs off to sound the alarm.

Each pirate carries 3d6 sp, and each assassin carries 2d4 gp.

Pirates (9): AC 7 (leather, shield); MV 12″; HD 1-6 hp; hp 4 each; #AT 1; D 1-6 (spear); AL CE; XP 9 each.

Assassins (3): AC 7 (leather, shield); MV 12″; 4th-level assassin; hp 14 each; #AT 1; D 1-8 or 1-6 (long sword or long bow); AL NE; XP 101 each.

6. Stable

The monks provided stabling for visitors who used ponies and other animals to ascend the path. The doors to the stable are not locked.

> The doors open onto a stable in disrepair. There are six stalls on the ground floor and a ladder leading up to a loft.

A 50-foot-long coil of hempen rope lies in a heap on the floor. The rope is in poor condition and has a 50 percent chance of breaking when used to hold 100 pounds or more. A few ordinary rats have made nests in the loft overhead, and an old, rusted pitchfork lies on the floor.

7. Hall of Toil

Bralm's clerics used this hall to impress visitors and petitioners with their goddess's power.

> A long hallway stretches north and south. A mosaic covers the east wall, showing scenes of how and why the monastery was built. In one you see slaves carving a path alongside the cliff. Another scene shows workers hauling and cutting wood to construct the buildings. And in another, slaves descend into the mountain while others emerge pushing carts filled with glittering gems. Everything seems to celebrate work, yet the people depicted have no faces or distinguishing features to set them apart.
>
> Double doors stand in the center of the west wall, and the north and south ends of the hallway each have one door. Two basins emerge from the mosaic, though now they hold only dust.

Footprints in the dusty floor show signs of recent passage through the southern door and the double doors. The southern door opens into an empty waiting room where another door leads into the vestry (area 8).

8. Vestry

Visitors were required to change clothes and don the same monastic vestments worn by everyone else who lived and worked here.

> Divided shelves line this room's walls. Moth-eaten robes hang from hooks inside the larger top shelves, and simple rope sandals sit in smaller boxes underneath. Two doors stand closed on the south wall, and two more doors are in the west and north walls.

The two doors to the south open into changing rooms. Each small room has a wooden bench with a bin underneath. Inside the bin are small sacks for holding personal possessions while visitors explored the grounds.

The robes stink of mildew and have numerous holes. Anyone handling the robes causes moths to flutter around the room. The sandals are equally unusable.

9. Room of Reflection

Mordrammo's lackeys explored this room once and discovered the water weirds in the pool. They haven't been back since.

> Dust covers the floor's white marble tiles. Rugs sit in piles against the walls. Cracked and broken mirrors cover the walls and ceiling throughout, except for the northern wall, which is the rough stone of the mountainside. In front of the stone wall is a raised basin 10 feet in diameter. An arm hangs over the lip, fingers just above the floor.

The arm belongs to an unfortunate pirate caught and killed by the water weirds.

The monsters respond to noise. The round after the characters enter the room, the water in the basin bubbles and froths. This action causes the arm to flop around. The next round after that, three watery serpents rise up from the basin and attack.

Scattered across the bottom of the pool are 15 tiny pearls (each worth 50 gp), 2,015 gp, and 3,738 sp, along with the dead pirate's remains.

Water Weirds (3): AC 4; MV 12″; HD 3 + 3; hp 20, 15, 15; #AT 1; D nil; SA drag into water, take over water elementals; SD general immunity to weapons and magic; AL CE; XP 370 + 4/hp each.

10. Antechamber

Visitors who came to see the high priest or priestess were asked to wait in this chamber.

Three chandeliers made from human bones hang from the ceiling. Dozens of melted, sagging candles sit in the holders like crooked fingers. Cracked brown tiles cover the floor, and roaches skitter about, seeking refuge in the rotting wooden walls. Doors stand in the north and south walls, and once-grand double doors—now infested with termites—command the center of the east wall.

The ghosts and spectres of the dead linger in this place and elsewhere in the monastery, trapped between life and death for the horrific cruelty they showed to slaves when they were mortal. The undead do not trouble the characters here, but the PCs might spot twisted faces in the walls or shadows cast by their lights that seem to move of their own accord. Any displays of faith—*turn undead*, for example—cause the spirits to flee this room.

11. Audience Chamber

The ranking clerics conducted their business with outsiders here, meeting visitors, passing judgment on slaves, and welcoming dignitaries.

The room's former splendor is evident everywhere in this chamber. Intricate insect carvings cover every inch of the walls, floor, and ceiling, though termites have made a mockery of the craftsmanship. Everywhere you look, you see holes clotted with tiny yellow eggs. Halfway across the room is a platform raised 8 feet above the floor. On it, two high-backed chairs lie on their sides, stuffing from their seats strewn everywhere. Behind them stand two equally ornate and equally ruined doors. A door in the northern wall accompanied by glass windows looks out onto a garden with old beehives. Another door stands on the south wall.

12. Garden of Suffering

The monks tended to their bees in this garden.

The door opens to what was once a garden. Six hives stand on frames near the mountain that rises above. Windows pierce the monastery walls on all sides. A boarded-up stone well occupies the center of the garden. Someone has piled rocks on top of the boards.

Although the beehives have not been used in years, a bit of sacred honey remains. A character can scrape out enough honey for one dose of *Bralm's nectar*. A character who consumes the full dose immediately regains 2d8 hit points.

The well is dangerous. When the monastery was still active, one of the monks had an eye for the young slaves. If they resisted his advances, he would strangle them and toss their bodies down the well. Not all of his victims were dead when he dropped them in, and the few who lived survived by eating the corpses. These unfortunates became ghouls. The monastery sealed the well when monks reported seeing things coming and going from its depths.

The ghouls have survived the long years, but they are weak, wanting for food. If anyone opens the well, the ghouls climb out and attack.

Ghouls (8): AC 6; MV 9″; HD 2; hp 9 each; #AT 3; D 1-3/1-3/1-6; SA paralyzation; SD immune to sleep and charm; AL CE; XP 93 each.

13. Chamber of Obedience

There were always a few slaves, monks, and others who showed disobedience, willful independence, and an overall disregard for the monastery's authority. This room was used to correct their behavior.

Every torture device imaginable fills this macabre chamber. Wheels, racks, iron boots, and iron maidens stand in neat rows, each in perfect working order. Drains dimple the floor, and old brown stains suggest their purpose.

Anyone who broke the rules or stood up to the overseers faced unspeakable torture in this room. The death toll was high, and not all the spirits of those killed here have moved on. Within moments after the characters enter the room, shadows leap out from the torture devices and attack.

Shadows (6): AC 7; MV 12″; HD 3 + 3; hp 17 each; #AT 1; D 2-5; SA strength drain; SD +1 or better weapon to hit, 90% undetectable; AL CE; XP 323 each.

The east wall holds a secret door. Any character who examines that section of wall notices two small holes drilled through a wood panel. Further investigation reveals a stud near the floor. Pressing the stud causes the door to swing open.

14. Viewing Chamber

One of the high priests liked to watch the torturers work. He had this room constructed so he could observe in private through the peepholes drilled in the wall. Secret doors in areas 13 and 15 have access to this chamber.

Two comfortable chairs sit near the west wall. A nearby table holds a decanter and several wineglasses. Seven dusty bottles sit in a wine rack.

The wine in the bottles is exceptional. Each bottle is worth 50 gp to a collector. Under the table's surface is a small lockbox that can't be seen unless the table is flipped over. The key is long lost, but if the characters can open the box, they find it holds 146 pp.

Hanging from the ceiling next to each secret door is a rope. Pulling on a rope causes its corresponding door to open.

15. Grand Hall

The Grand Hall wraps around the temple proper and offers access to the rest of the monastery. The hall has wooden floors, though they are infested with termites and worms. The ceiling rises 15 feet overhead.

Two hill giants and another band of pirates and assassins are here. If the characters have already wiped out all the pirates and assassins, only the hill giants are here. Defeating the pirates and assassins here reduces the number of patrols the PCs can randomly encounter outside the monastery.

The pirates and assassins are scattered throughout the hall. Two pirates stand guard near the southern door to area 34, though none of these guards dares set foot into that haunted hall. The hill giants spend their time in the gap between area 16 and areas 21 and 22, punching each other in the face.

If the PCs take a pirate prisoner, there is a 10 percent chance that he knows about the secret door leading to area 43. The assassins know about the door, but they will not share this information unless charmed.

Hill Giants (2): AC 4; MV 12″; HD 8 + 1-2; hp 45, 31; #AT 1; D 2-16; SA hurl rocks (2-16); AL CE; XP 1,400 + 12/hp each.

Pirates (9): AC 7 (leather, shield); MV 12″; HD 1-6 hp; hp 4 each; #AT 1; D 1-6 (spear); AL CE; XP 9 each.

Assassins (3): AC 7 (leather, shield); MV 12″; 4th-level assassin; hp 14 each; #AT 1; D 1-8 or 1-6 (long sword or long bow); AL NE; XP 141 each.

Four statues stand in the hall. Two flank the double doors leading to area 11, and two more stand in the gap between area 16 and areas 21 and 22. Each statue is a slender marble column. Close inspections reveal that the columns have vaguely female shapes and that one of the hands holds a slim sword. These columns are caryatid columns, constructs created to protect this temple.

The caryatid columns were instructed by the original priests to animate and destroy anyone who attacks the monastery. If combat takes place in the Grand Hall and in view of the columns, the columns animate, becoming 5½-foot-tall maidens armed with steel swords. They join the fight, attacking the characters and their enemies. They do not attack anyone wearing the colors of the monastery (such clothing can be found in area 8). The caryatid columns fight until destroyed and pursue enemies beyond the hall.

Caryatid Columns (4): AC 5; MV 6″; hp 22 each; #AT 1; D 2-8; SA attacks as a 5-HD monster; SD half damage from normal weapons, magic weapons deal normal damage without the magical bonus, 25% - 5% per plus chance to break weapons; AL N; XP 280 each.

16. Temple of Bralm

In this chamber, the monks and clerics performed their rites, prayers, and ceremonies to the Lady of Toil. Mordrammo, a staunch devotee of the Earth Dragon, replaced the idol with one suited to his faith.

> Someone has gone to great effort to remove the icons and symbols that stood in this temple. Everywhere you look, you see defaced images, broken statuettes, prayers cut and scraped away from the walls, and more. A 10-foot-tall idol made of hard-packed earth and stone rises from a pedestal in the room's center. The idol, which appears to be new, depicts a rearing dragon. Mud and dirt cover the floor all around it. Kneeling rails surround the idol, and they appear quite old.
>
> In the corners of the room are statues carved to depict hooded and robed humanoids with their heads bowed. All four statues are damaged.

There is nothing of value here.

17. Monk Cells

Two wooden doors on the north wall lead to the monks' cells. Each area has six cells and a small shrine, which consists of a triptych standing on a small table and surrounded by old, dusty candles. The three panels show different scenes. The left panel shows slaves harvesting honey from hives. The right panel shows a righteous cleric calling up a sea monster to attack a ship. The central panel depicts a middle-aged human woman with honey-blonde hair. Bee wings extend out from her back, and she holds a glowing staff in both hands. This image is the one that Bralm usually takes when she appears before her mortal servants.

The cells have narrow beds, small tables with chairs, and little else.

The pirates rest in these cells, although none of them goes into area 18, believing it to be haunted.

18. Haunted Monk Cells

These cells are identical to those described in area 17, except the last cell on the left has a secret. The monk who lived here was a cruel murderer of slaves

(see area 12 for the results of his actions). Characters who search this cell find a loose board under the bed. Pulling it up reveals two small vials (each has one dose of *potion of human control*) and a small, worm-eaten journal. Much of it is unreadable, though a careful study reveals a depraved and diseased mind that took pleasure in making other people suffer. Page after page catalogues real or imagined slights and how the monk took his revenge for each affront. If the characters linger here for more than one turn after finding the journal and have not yet encountered the monk's ghost as a random encounter, the ghost appears and attacks them.

Ghost (1): AC 0 (8); MV 9″; HD 10; hp 55; #AT 1; D special; SA age 10 years and panic, age 10–40 years per touch, *magic jar*; SD ethereal vs. weapons and spells; AL LE; XP 4,820.

19. Lavatory

A bench with holes in it covers the back wall. Dividers offer some privacy.

20. Infirmary

Injured or sick monks received treatment here.

> A dozen narrow beds, each sagging and rotting, fill this chamber. An inset on the western wall has several cabinets above a counter holding a mortar and pestle, yellowed bandages, and dried plants.

This room was the infirmary. Characters who search the cabinet find a *potion of extra-healing* with three doses.

21. Templar Quarters

The assassins use this room as their private quarters.

> A bed, cabinet, wardrobe, and other furniture in decent repair suggest that this room was a bedroom for an important person. In a niche at the back of the room is a 9-foot-tall statue of a severe-looking woman holding a staff.

During the day, a few assassins sleep here. Sounds of combat in the Great Hall wake them immediately, but it takes them 1d3 rounds to join the fight. Each assassin carries 2d4 gp, and one carries the key to the doors to areas 24 and 34.

At night, this room is empty.

Assassins (3): AC 7 (leather, shield); MV 12″; 4th-level assassin; hp 14 each; #AT 1; D 1–8 or 1–6 (long sword or long bow); AL NE; XP 141 each.

22. High Priest Quarters

Geoffrey, a Scarlet Brotherhood wizard, and his lover, Anilda (a "monk" of the same affiliation), claim this room. They wait for Mordrammo to awaken and command the pirates and assassins guarding the monastery. They spend much of their time indulging their hedonistic desires here.

> A large bed fills much of this room. Wardrobes, chests of drawers, and low tables line the walls. Two bronze statues of insect-headed warriors stand in niches in the corners.

Geoffrey believes that Anilda is human and part of his organization. In truth, she is a succubus and has been slowly corrupting him, turning him away from his lawful inclinations to indulge his evil impulses in a chaotic and destructive manner. As a result, Geoffrey has been distracted and has done nothing to assist the pirates and assassins under his command.

Geoffrey, Anilda, and Mordrammo

Geoffrey is bald and has a long mustache. He wears a leather vest over yellow robes and paints kohl around his eyes.

Anilda is quite fetching and makes the simple monk uniform look provocative.

The pair ignores sounds of battle in the Great Hall and stirs from their activity only if their door is opened. If this occurs, Anilda screams with rage, and Geoffrey unleashes his magic, unmindful of the destruction he creates. For example, his lightning bolts could set the monastery aflame.

Geoffrey's spellbook is under the bed. It contains all the spells he has memorized plus 1d4 spells of each level that he can cast.

If the characters kill Geoffrey, Anilda tries to bargain for her life. She hopes to seduce one of the PCs and turn that character to darkness. She makes up whatever story might tug at the party's heartstrings, including poor treatment at the wizard's hands, a life of slavery, or something else. She offers to reveal Mordrammo's location in exchange for mercy. If the characters take her prisoner, she turns on them at the first chance she gets.

Geoffrey: AC 8; MV 12″; 10th-level wizard; hp 27; #AT 1; D by weapon; SA spells, uses *wand of lightning* (43 charges); SD wears *cloak of protection +2*; AL LE; XP 2,928.

S 13, I 14, W 11, D 13, C 12, Ch 14.

Geoffrey has the following spells memorized.

First Level: *burning hands, friends, magic missile, shield*

Second Level: *invisibility, levitate, mirror image, scare*

Third Level: *dispel magic, hold person, protection from normal missiles*

Fourth Level: *fumble, polymorph self*

Fifth Level: *cone of cold, monster summoning III*

Anilda (Succubus): AC 0; MV 12″/18″; HD 6; hp 27; #AT 2; D 1-3/1-3; SA energy drain, magic use, psionics; SD +1 or better weapon to hit, magic resistance 10%; AL CE; XP 2,262.

23. Underpriest Quarters

Neither the pirates nor the assassins claim these abandoned rooms. Beneath thick dust, the characters find a bed, wardrobe, chest of drawers, table, and chair, all in various states of decomposition. Termites have softened the wood in these rooms, and the furniture crumbles if handled roughly.

Furthermore, whenever a character enters one of these rooms, there's a 20 percent chance that the floor gives way. This is a hazard, not a trap, and anyone inspecting the floors can tell that they are not safe. Any character who falls through the floor drops 20 feet into a pit that covers an area matching the general shape of the three rooms marked 23. In addition to taking 2d6 points of damage from the fall, the character must deal with a black pudding that lives in the dark pit.

Black Pudding (1): AC 6; MV 6″; HD 10; hp 49; #AT 1; D 3-24; SA dissolve wood and metal; SD blows, cold, and lightning do not harm; AL N; XP 2,036.

24. Guest Hall

The interior door to this hall is locked.

This area was where the priests and monks kept prisoners and other guests. Characters who inspect the floor here find it in poor condition, soft and rotting in places.

25. Penitentiary

The priests kept their prisoners in this jail, a practice continued by the Scarlet Brotherhood wizard Geoffrey (area 22). When he and his force arrived, they encountered several sons of Kyuss roaming about the monastery. Rather than destroy them, Geoffrey had them driven into the cells in case he found a use for them later.

> The smell of rotting flesh fills this large chamber. Much of the room has been subdivided into cells made from iron bars. There are eight cells, six of which hold one humanoid captive each.

When the characters enter the penitentiary, the sons of Kyuss turn as a group to face them. The characters should see that fat green worms wriggle through the sons' rotting flesh. If the PCs attack or cast spells against the sons, the monsters become agitated and hammer their fists against the cell doors. Each round, there's a 2-in-6 chance that a son of Kyuss breaks down the door and escapes. The sons attack any living creatures they encounter and pursue the characters, pirates, and anyone else they find, attempting to turn the victims into new sons of Kyuss.

Sons of Kyuss (6): AC 10; MV 9″; HD 4; hp 25, 24, 22, 22, 21, 17; #AT 1; D 1-8; SA zone of *fear*, disease, worms; SD regeneration; AL CE; XP 215 + 4/hp each.

26. Gaoler's Room

Several gaolers lived in this room over the years when the monastery was active. Each one was worse than the last, and the very worst of the bunch still lives here.

> This plain chamber features a cot, a chest, and other accouterments. Shuttered windows line the wall to the south, and through the gaps you can see the cove. A corpse lies on the cot's stained sheets in the fetal position.

The body is a coffer corpse. The last gaoler was so evil and cruel that demons left his soul to rot inside the flesh and spread suffering on the Material Plane. The monster jumps up and attacks when a character comes within 5 feet of it.

Coffer Corpse (1): AC 8; MV 6″; HD 2; hp 14; #AT 1; D 1–6; SD can be hit only by magical weapons; AL CE; XP 64.

Any character who inspects the corpse discovers that it has only three fingers on its right hand.

The gaoler hid his wealth in a chest tucked under the cot. The chest is locked and trapped. The metal hasp has four buttons. It can be opened if a character presses any three buttons at the same time without setting off the trap. Otherwise, the chest fires a poisoned dart at the character fiddling with the lock. The dart attacks as a 10-HD monster. On a hit, the character takes 1 point of damage and must make a saving throw vs. poison. A character who fails the saving throw dies in 1 turn.

27. Deck

A deck extends out from the monastery, offering a striking view of the cove and the ocean beyond. Six slender columns hold up the roof. Wasp nests hang in the corners, and you see the occasional red wasp coming and going from the nests.

If the characters reach the deck from the outside, they find the exterior doors locked, as described under Monastery Features. Characters approaching the deck from inside the monastery can easily unlock the doors.

Ordinary (harmless) wasps make their nests here.

28. Rope Bridge

The yard (area 2) wraps around the monastery proper. Here, a rope bridge reaches across the gap to the island rising up from the waters.

Characters who move at half their normal rates can cross the bridge with no trouble. Characters who move faster than that while crossing have a 10 percent chance of breaking a board. If this happens, the character must succeed on a saving throw vs. death magic or fall to the water 100 feet below.

If the party has not yet dealt with the wyverns (see Traveling to the Monastery), the creatures attack characters crossing the bridge.

29. Shed

The shed's door is unlocked.

Old and rusting tools, pots, and other gardening equipment litter the shelves and tables in this shed.

If the characters spend a turn searching the shed, they discover a small wooden box hidden in a drawer. The box contains a *potion of plant control* with two doses.

30. Anchorite's Perch

Monks came to this island to seek quiet and distance from the monastery's activity. The old shrine still stands, but the island is now home to Mordrammo's pet wyverns.

A great pillar of rock thrusts up from the waters and stands parallel to the cliff. A small shrine with a canted roof occupies most of the top, though it, like much of the monastery, is in poor shape. In front of the shrine is a nest made of trees and rocks arranged in a circular shape.

Inside the nest, the characters find the wyverns' treasure. Coins spilled out from torn sacks litter the bottom of the nest. The PCs can collect 1,404 cp, 1,220 sp, 4,979 ep, 2,377 gp, a *potion of ESP*, a *scroll of protection from earth elementals*, a jar of *Kheoghtom's ointment*, and a *long sword +2 dragon slayer*.

A rocky spire continues to climb another 30 feet above the main area. The ground drops away to a set of three shelves, each 10 feet lower than the last.

31. Shrine

The door to the shrine is unlocked.

Wind, rain, and termites have reduced this shrine to a shell of its former splendor. The roof has holes, and the door hangs open. Inside, a tiled path leads to an altar flanked by identical idols. Each depicts a middle-aged woman with severe features who is pointing her index finger at the door. Insect wings made of wire emerge from the back of each idol.

No one comes to this shrine. The characters can safely rest here without being troubled by random encounters.

32. Guest Room

These well-appointed rooms reek of the mildew growing in the thick, plush carpets covering the floors. Beds sag in their frames, wardrobes stand with their doors open, and other furniture lies toppled and smashed.

33. Meeting Room

A large wooden table surrounded by eight chairs fills the center of the room. A large tapestry depicting the Flanaess hangs on the wall. Stains and holes from moths render it almost unreadable.

Scarlet Brotherhood agents embedded in the monastery met visiting agents here to plan forays into the Wild Coast. The tapestry in its current condition might fetch 100 gp from a collector. If the tapestry were restored (which would cost 100 gp), the characters could sell it for 500 gp.

34. Haunted Hall

Life-hating spirits haunt this corridor and attack any living creatures that enter it.

Both doors to this area are locked.

> A chill breeze washes over you as you open the door to this wide hallway. Dust covers every surface, and cobwebs hang like curtains from the ceiling. Your breath sends plumes into the frigid air.

When the mines were played out and the priests prepared to abandon the site for more profitable ventures, some of the slaves organized and forced their way into the monastery. They took down the high priest and the high templar before they were all killed. The spirits of these murdered villains linger here as spectres.

Spectres (2): AC 2; MV 15″/30″; HD 7 + 3; hp 39, 32; #AT 1; D 1–8; SA energy drain; SD +1 or better weapon to hit, partial magic and spell resistance; AL LE; XP 1,650 + 10/hp each.

35. Windowed Rooms

These chambers are similar in décor and condition to the guest rooms (area 32), except they have windows in the outer walls. Shutters block out most of the light. If the characters remove the shutters, the light streams in and keeps the spectres out.

36. Hall

This simple hall connects the complex to the servants' quarters, kitchens, and dining hall. It has wood floors, walls, and ceilings.

37. Kitchen and Pantry

Several high priests were accustomed to finer fare than most monasteries normally provide. For this reason, the monastery had a large kitchen staffed by skilled cooks schooled in cuisines from across eastern Oerik.

> A short hall ends at a flight of steps that climbs to a large kitchen and food preparation area. A wooden door to the west and a metal door to the east both stand open.

The wooden door leads to a dry storage room, and the metal door leads to cold storage. Both storage rooms now hold only ruined goods and debris. A trapdoor at the north end of the cold storage room covers an iron ladder that descends into a cold room, where the characters find metal hooks the workers used to move blocks of ice.

38. Dining Hall

The last group of pirates and assassins spends time here, dicing and lounging about.

> Long tables with benches to either side fill an obvious dining hall. Lanterns hang from hooks. The room is not tidy, but it shows signs of recent occupation. Several doors lead out from this chamber.

If the PCs have already wiped out all the pirates and assassins, no one is in this room. Defeating the pirates and assassins here reduces the number of patrols the PCs can randomly encounter outside the monastery.

Each pirate carries 3d6 sp, and each assassin carries 2d4 gp.

Pirates (9): AC 7 (leather, shield); MV 12″; HD 1–6 hp; hp 4 each; #AT 1; D 1–6 (spear); AL CE; XP 9 each.

Assassins (3): AC 7 (leather, shield); MV 12″; 4th-level assassin; hp 14 each; #AT 1; D 1–8 or 1–6 (long sword or long bow); AL NE; XP 141 each.

39. Private Dining Hall

The ranking members of the monastery took their meals here.

> A long table runs across the center of this room. A few bone candleholders stand on the table's surface, though most have fallen onto the floor. Fourteen high-backed, upholstered chairs are arranged around the table, with several tipped over on the floor. Wall hangings depict faceless slaves at work. Puddles of water cover the floor.

The candleholders are macabre but worthless. The tapestries reek of mildew and are in various states of decomposition. Gaping holes in the roof allow rain to spill into the room.

40. Servants' Quarters

The kitchen workers were not slaves, but they lived as if they were.

> Triple bunk beds fill this room, each one pushed against the walls. Bones litter the floor.

The skeletons belonged to two cooks who were killed during one of the slave uprisings.

41. Hall of Labor Eternal

Murals painted on the walls show laborers at work mining the earth, toiling in the fields, and constructing buildings. Close inspection reveals that all the workers are zombies with gray or green skin, missing limbs, and flesh sloughing off their bones.

Before the mines were tapped out, the high priest transformed many slaves who had died into undead thralls. This act prompted other slaves to rise up and fight back against their masters.

42. Library

A row of tables and chairs runs through the center of the room. Shelves cover the walls. Aside from a few moldy books and scrolls, the shelves are largely empty.

Bralm's priests kept an impressive library when the monastery was active. They took most of the books when they left. The ones still here are religious tracts explaining the basic tenets upheld by Bralm's worshipers. Bookworms infest the tomes and might make short work of any materials the characters take from the library.

Bookworms (10): AC 2 or 9; MV 12″ (3″); HD ¼; hp 2; #AT 0; D nil; SA surprise 95%; SD hard to detect; AL N; XP 9 each.

43. The Clone

The secret door is the only entrance to the room where Mordrammo's clone grows. The pirates, assassins, and the Scarlet Brotherhood wizard, Geoffrey, know how to open the secret door. Characters who search in this area might find a small knot about 7 feet off the floor. Pressing the knot causes the door to swing open.

A short set of stairs descends 5 feet into a sunken chamber with a ceiling rising 25 feet overhead. Strange mystic diagrams are painted on every surface, their silvery patterns looking like sinewy dragons in flight. A curtain of heavy black cloth hangs from the ceiling about 20 feet into the room and conceals whatever lies beyond.

The patterns are magical. Any living creature who steps into the room instantly alerts the clone to intruders.

The heavy curtain conceals the crystal vat that holds Mordrammo's new body.

Beyond the curtain is a room of the same wooden construction you have seen throughout this place. In a 7-foot-tall glass container, a naked humanoid floats in murky fluid. A pile of folded white robes, a set of bracers, and a heavy mace sit on a table near the container. The table also holds an iron flask with silver inlays and a brass stopper. A large chest sits on the floor under the table.

Mordrammo's new body grows inside a glass chamber. He is conscious and aware, though he cannot move, act, or speak. If the characters find the chamber before the clone is finished developing, Mordrammo can leave the container prematurely, in which case he has only half his normal hit points and half his spells, and he takes a –2 penalty to hit and to saving throws.

The evil priest has bronze-colored skin, almond-shaped eyes, and a wide mouth. He has thin black hair and a moustache that he normally greases so it extends out from both sides of his face.

The items on the table and in the chest are Mordrammo's remaining possessions. The white robes have a brown dragon embroidered on the back, and tucked inside them is an iron holy symbol of the Earth Dragon on a chain. The mace is a +2 *footman's mace*, and the bracers are *bracers of defense AC 7*. Finally, the *iron flask* is Mordrammo's most prized possession because it represents his best chance to salvage the Slave Lords organization. The flask holds a pit fiend, and Mordrammo intends to release the creature in exchange for it granting his *wish*.

Mordrammo: AC 4 (*bracers of defense AC 7*); 11th-level cleric; hp 52; MV 12″; #AT 1; D 4–9 (+2 *footman's mace*); SA spells; AL NE; SZ M; XP 3,682. S 15, I 14, W 17, D 17, C 13, Ch 11.

Mordrammo has memorized the following spells, many of which he reverses when casting.

First Level: *bless* (×2), *command*, *cure light wounds*, *light*, *protection from evil*, *remove fear*

Second Level: *chant*, *hold person* (×3), *resist fire*, *spiritual hammer*

Third Level: *animate dead*, *continual light*, *cure blindness*, *dispel magic*, *remove curse*

Fourth Level: *cure serious wounds*, *neutralize poison*, *protection from evil 10' radius*

Fifth Level: *commune*, *flame strike*

Sixth Level: *word of recall*

44. Garden of the Dead

After the high priest died in the slave uprising, the surviving clerics drove his zombie thralls into the gardens and left them here.

You find a large, open-air garden, wild and overgrown. A high wall rises on the opposite side, and you can just make out a well through the small trees, vines, and other growth.

When the characters enter this area, the zombies stir and plod forward to attack.

Zombies (24): AC 8; MV 6″; HD 2; hp 9 each; #AT 1; D 1–8; SD some spell immunity; AL N; XP 38 each.

45. Vaults of the Dead

The priests stored the ashes of their dead here.

> Shelves line each wall of this large chamber. Small ceramic urns stand in neat rows on every shelf.

The jars hold the ashes of the dead. Any character who examines a jar can find a name painted on its surface with a crude likeness of the person who died.

46. Inner Vault

The most important priests were not cremated but were interred here instead.

> Nine stone sarcophagi lie on the floor around the edges of this chamber. Their lids have been carved in a lifelike fashion. Dust covers the tombs and the floor, suggesting that this room has not been disturbed for a very long time.

Each sarcophagus holds the remains of a long-dead priest. It takes 24 points of Strength to remove a lid. The corpses are just what they seem—dead bodies.

One of the sarcophagi hides a secret door to area 48.

If the characters have not yet dealt with the spectres (area 34) or the ghost (area 18), the undead attack the party here.

47. Crematorium

The iron door to this room is locked and is warm to the touch. Characters who listen at the door hear fire coming from the room within.

> Soot-smeared tiles cover every surface of this square chamber. A large oven with a wide mouth, big enough to admit a body, occupies the northeast corner. Flames spill from its cavernous maw and take the shape of a column of living fire.

Long ago, the high priest bound a fire elemental for the sole purpose of incinerating the dead. The terms of the binding have prevented the creature from returning to the Elemental Plane of Fire. Its captivity has driven it insane, and it rushes forward to destroy the characters. The elemental pursues fleeing characters and tries to burn the monastery to the ground to free itself from the magic that binds it here.

Fire Elemental (1): AC 2; MV 6″; HD 12; hp 54; #AT 1; D 3–24; SA burn flammables; SD hit only by +2 or better weapons; AL N; XP 3,660.

48. Hidden Shrine

Hidden behind a sarcophagus in area 46 is a secret door. Pressing the eyes in that sarcophagus opens the door.

> Dust does little to hide the black paint covering the walls, floor, and ceiling. The floor also features a white pentagram with blasphemies worked into the design. A dusty altar stands against the wall opposite the door. On it sit several black candles, a human skull, a gold chalice, and a tome wrapped in bone-white leather.

The high priest was a secret acolyte of Asmodeus. He used Bralm as a cover for his wickedness and twisted the tenets of her faith to mask his ambitions. This room exudes evil—even the air feels defiled thanks to the frequent congress with devils that took place here.

The candles and skull are worthless. The gold chalice has symbols of Asmodeus worked into the metal and is festooned with small rubies. It is sinister in design and would bring 750 gp from a collector. The tome is bound in bleached human skin and contains instructions for performing the obscene rituals and rites favored by the lord of Nessus. An evil character might pay 1,000 gp for this tome. If the PCs destroy the book and the chalice, they receive experience points as if they had gained the items as treasure.

49. Dreadful Gazebo

> Dozens of pillars hold up a dome over this round structure. In the center is a 10-foot-wide pit that drops into darkness.

The hole leads down into the grimlock tunnels. The bottom is 50 feet below, and characters reaching it find old leaves, twigs, and dirt. A crack in the wall leads to a twisty passage that eventually connects to the mines. The tunnels are beyond the scope of this adventure, but you can use this area to expand the scenario.

50. Ledge

This ledge is 30 feet down from the monastery. If the characters deal with the wyverns, the ledge could be a safe place to rest.

Conclusion

The adventure ends when the characters defeat Mordrammo. Any surviving pirates or assassins flee the monastery, descending the path to the beach where they use their boats to row to their ship, which is moored in an inlet farther up the coast. If the characters also depart, the grimlocks eventually burn the monastery to the ground, erasing it and its evil influence from the region.

If Mordrammo escapes, he sets up his new headquarters in Cauldron, a small city built inside the caldera of a dormant volcano far to the west. The characters might track him down and confront him there. If they do not, Mordrammo might succeed in rebuilding the Slave Lords after a few years, kicking off a new struggle against their wicked operations.

You are encouraged to expand this adventure. Once the characters secure the monastery, they can use it as a base from which to mount forays into the mines and deal with the grimlocks. If they clear out the tunnels, the monastery could become their new base of operations, since no one else will have a claim to the structure.

About the Author

Robert J. Schwalb has contributed design to or developed nearly two hundred roleplaying game titles for Dungeons & Dragons®, *Warhammer Fantasy Roleplay*, *A Song of Ice and Fire* roleplaying game, the *Star Wars Roleplaying Game*, and the d20 system. Some of his more recent work for Wizards of the Coast can be found in *Book of Vile Darkness*™ and *Player's Option: Heroes of the Elemental Chaos*™. He's also a regular contributor to both *Dragon* and *Dungeon* magazines. For more information about Rob, check out his website at www.robertjschwalb.com or follow him on Twitter (@rjschwalb).

4th Edition Conversion Guide

This conversion guide gives you everything you need to run "The Last Slave Lord" using the 4th Edition rules. The content here makes an effort to provide balanced encounters in the spirit of the original adventure, but you might find that further modification is necessary. This guide also relies on the *Rules Compendium* to help you adjudicate the DCs for tasks not described in the adventure. In almost all cases, use moderate DCs for tasks not defined by the skills. Reserve hard DCs for finding secret doors and picking locks on chests.

Treasure

Ignore all but incidental treasure found in the adventure. Instead, find the treasure parcels appropriate for the level of your group and break them up to replace the more substantial treasure awards described in the adventure. You can ignore or use minor amounts of treasure, such as the coins the pirates and assassins carry, at your discretion.

Clone (New Ritual)

As you intone the incantation, the bit of flesh you placed inside the alchemical bath twitches and writhes as the magical power takes effect. From the flesh, hairlike threads emerge, slowly forming the shape of the creature you intend to duplicate. In a matter of months, this bit of tissue will transform into a new body.

Level: 18
Category: Creation
Time: 1 hour
Duration: 2d4 months
Component Cost: 10,000 gp, plus a focus worth 5,000 gp
Market Price: 17,000 gp
Key Skill: Arcana

You grow a duplicate body of a living creature inside a specially prepared crystal vessel filled with an alchemical solution.

Before you can perform this ritual, you must acquire the focus, a hollow crystal vessel large enough to hold the creature to duplicate. You must then spend 1 hour mixing the alchemical reagents (or residuum) with seawater, which you pour into the vessel. Finally, you must secure a pound of flesh from the creature to duplicate and place it in the vessel as well. This grisly harvest bloodies the creature and costs all its healing surges.

The ritual's performance takes 1 hour. After you complete the performance, the bit of flesh begins to grow. After 2d4 months, the flesh finishes growing into a perfect copy of the original creature. The clone remains in a state of suspended animation until the original creature dies or until the clone is removed from the vessel.

When the original creature dies, if its soul is free and willing, the soul immediately enters the clone's body. The clone awakens with maximum hit points and healing surges, as if it had just completed an extended rest. For all intents and purposes, the clone becomes the creature that died.

If the clone is removed from the vessel before the original creature dies, it awakens with all of the memories and experiences of the original creature, and it has statistics identical to the original. The magic that gives the clone its life warps its perspective, and it becomes a creature under the DM's control that hates and wishes to destroy the original creature.

Traveling to the Monastery

Combat Encounter Level 5 (1,000 XP)
The characters can encounter 2 giant sea snakes or 2 wyverns.

Random Encounters

Make the following modifications to the random encounter tables to generate encounters suitable for the party.

DAYTIME ENCOUNTERS

d%	Result
01-02	2d12 dakons coming to the monastery to investigate the disturbances, which they believe to be the monks returned. In olden times, they brought gifts to the monks to ensure peace between their peoples. These dakons have brought a chest of 500 gp to ensure the continued peace.
03-04	1d3 wyverns, untamed and hunting for food.
05-06	2d6 su ambushers.
07-08	9 human thugs plus 1 Scarlet Brotherhood assassin disguised as a monk on patrol. Each thug carries 3d6 sp, and the assassin carries 2d4 gp.
09-10	2d6 giant wasps harvesting wood splinters for their nest.
11-95	Nothing.
96-00	2d6 crabmen foraging (dawn or dusk only). No treasure.

NIGHTTIME ENCOUNTERS

d%	Result
01-05	1d2 gibberling mobs.
06-10	2d8 grimlock warriors and 1 grimlock ambusher seeking entrance to the monastery. Each carries 3d6 sp, 2d6 ep, and 2d4 gp.
11-15	1 umber hulk looking for food.
16-20	2 trolls looking for trouble.
21-25	2d8 giant bats hunting.
26-99	Nothing.
00	Lis the Vile.

Key to the Monastery

1. Path

Combat Encounter Level 6 (1,350 XP)
Creatures: 7 giant wasps.

3. Bloody Shrine

Combat Encounter Level 6 (1,400 XP)
Creatures: 2 enraged cifals.

4. Fetid Cave

Combat Encounter Level 5 (1,000 XP)
Creature: 1 neo-otyugh.

5. Entrance Hall

Combat Encounter Level 7 (1,675 XP)
Creatures: 9 human thugs and 2 Scarlet Brotherhood assassins.

9. Room of Reflection

Combat Encounter Level 8 (1,800 XP)
Creatures: 3 water elementals.

12. Garden of Suffering

Combat Encounter Level 7 (1,500 XP)
Creatures: 5 lacedons (aquatic ghouls).

13. Chamber of Obedience

Combat Encounter Level 9 (2,000 XP)
Creatures: 5 shadow stranglers.

15. Grand Hall

Combat Encounter Level 8 (1,950 XP)
Creatures: 2 ogres, 8 human thugs, 1 Scarlet Brotherhood assassin, and 2 caryatid columns.

18. Haunted Monk Cells

Combat Encounter Level 5 (1,000 XP)
Creature: Lis the Vile.

21. Templar Quarters

Combat Encounter Level 9 (2,000 XP)
Creatures: 4 Scarlet Brotherhood assassins.

22. High Priest Quarters

Combat Encounter Level 6 (1,400 XP)
Creatures: Geoffrey and 1 succubus.

23. Underpriest Quarters

Combat Encounter Level 5 (1,140 XP)
Creatures: 1 black pudding and 5 black pudding spawn.

25. Penitentiary

Combat Encounter Level 8 (1,750 XP)
Creatures: 5 rot grub zombies.

26. Gaoler's Room

Combat Encounter Level 1 (500 XP)
Creature: 1 coffer corpse.
Trap: Use the following statistics for the trapped chest.

Trapped Chest Object	**Level 10 Minion Trap** XP 125
Detect Perception DC 22	**Initiative** –
TRIGGERED ACTIONS	
✧ **Attack** (poison) ✦ **Encounter**	
Trigger: A creature opens the chest without disarming it or depressing all three buttons at once.	
Attack (No Action): Close blast 3 (the triggering creature in the blast); +13 vs. Fortitude	
Hit: 15 poison damage.	
COUNTERMEASURES	
✦ *Disable:* Thievery DC 26 (standard action). *Requirement:* A character must have thieves' tools. *Success:* The trap does not attack when opened. *Failure (21 or lower):* The character triggers the trap.	

34. Haunted Hall

Combat Encounter Level 5 (1,050 XP)
Creatures: 3 sovereign wraiths.

38. Dining Hall

Combat Encounter Level 4 (900 XP)
Creatures: 12 human thugs.

42. Library

Combat Encounter Level 5 (1,000 XP)
Creatures: 2 awakened rot grub swarms.

43. The Clone

Combat Encounter Level 9 (2,000 XP)
If the characters find the chamber before the clone is finished developing, Mordrammo can leave the container prematurely. If he does, he starts the encounter bloodied and can take only one action on each of his turns during the first round.

44. Garden of the Dead

Combat Encounter Level 7 (1,512 XP)
Creatures: 24 feasting zombies.

47. Crematorium

Combat Encounter Level 1 (600 XP)
Creature: 1 fire elemental.

Bestiary

The encounters in this adventure use the following statistics blocks, which are presented in alphabetical order.

Black Pudding **Level 8 Elite Brute**
Large natural beast (blind, ooze) XP 700
HP 218; **Bloodied** 109 **Initiative** +6
AC 20, **Fortitude** 22, **Reflex** 20, **Will** 18 **Perception** +4
Speed 4, climb 3 Blind, tremorsense 10
Immune blinded, gaze effects; **Resist** 15 acid
Saving Throws +2; **Action Points** 1

Traits

Ooze
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Standard Actions

Slam (acid) ✦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. Fortitude
Hit: 4d6 + 6 acid damage.
Effect: Before or after the attack, the pudding shifts up to its speed.

Engulf (acid) ✦ **At-Will**
Attack: Close blast 3 (creatures in the blast); +11 vs. Fortitude
Hit: 4d6 + 6 acid damage, and the pudding grabs the target (escape DC 16).

Melt (acid) ✦ **At-Will**
Effect: Melee 1 (one creature grabbed by the pudding). The target takes 2d6 + 15 acid damage and loses a healing surge. It takes 10 extra acid damage if it has no healing surges.

Triggered Actions

Split ✦ **At-Will**
Trigger: An enemy hits the pudding with a weapon attack.
Effect (No Action): A black pudding spawn appears in the unoccupied square closest to the pudding.

Str 15 (+6) **Dex** 14 (+6) **Wis** 11 (+4)
Con 19 (+8) **Int** 1 (-1) **Cha** 1 (-1)
Alignment unaligned **Languages** –

Black Pudding Spawn **Level 8 Minion Brute**
Medium natural beast (blind, ooze) XP 88
HP 1; a missed attack never damages a minion. **Initiative** +6
AC 20, **Fortitude** 22, **Reflex** 20, **Will** 18 **Perception** +4
Speed 4, climb 3 Blind, tremorsense 10
Immune blinded, gaze effects; **Resist** 15 acid

Traits

Ooze
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Standard Actions

Slam (acid) ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. Fortitude
Hit: 10 acid damage, and the pudding shifts up to its speed.

Str 15 (+6) **Dex** 14 (+6) **Wis** 11 (+4)
Con 19 (+8) **Int** 1 (-1) **Cha** 1 (-1)
Alignment unaligned **Languages** –

Caryatid Column **Level 4 Soldier**
Medium natural animate (construct) XP 175
HP 55; **Bloodied** 27 **Initiative** +8
AC 20, **Fortitude** 16, **Reflex** 17, **Will** 15 **Perception** +7
Speed 6 Darkvision
Immune poison, disease

Traits

Guarded Area
If the column hits with an attack against an enemy in the column's guarded area, the target takes an additional 1d6 damage.

Standard Actions

Stone Sword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 8 damage, and the target is slowed until it attacks the column or leaves the column's guarded area, or until the end of the encounter.

Str 16 (+5) **Dex** 18 (+6) **Wis** 11 (+2)
Con 15 (+4) **Int** 5 (-1) **Cha** 6 (+0)
Alignment unaligned **Languages** –

Coffer Corpse **Level 6 Elite Brute**
Medium natural humanoid (undead) XP 500

HP 88; **Bloodied** 44 **Initiative** +4
AC 18, **Fortitude** 19, **Reflex** 17, **Will** 18 **Perception** +5
Speed 5 Darkvision
Immune dazed, disease, dominated, poison, stunned; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Saving Throws +2; **Action Points** 1

Standard Actions

Slam ✦ At-Will
Requirement: The corpse must be grabbing fewer than two creatures.
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d8 + 8 damage, and the target is grabbed (escape DC 23). Until the grab ends, the target takes ongoing 15 damage.

Double Attack ✦ At-Will
Requirement: The corpse must be grabbing no creatures.
Effect: The corpse uses *slam* twice.

Triggered Actions

Terrifying Return (fear, healing) **✦ Encounter**
Trigger: The corpse starts its turn with 0 hit points or fewer.
Attack (Free Action): Close burst 20 (each enemy that can see the corpse in the burst); +9 vs. Will
Hit: The target is stunned until the end of the corpse's next turn.
Aftereffect: As per the miss effect.
Miss: The target is dazed until the end of the corpse's next turn, and if it can, the target must use a move action on its next turn to move its speed away from the corpse.
Effect: The corpse stands up and regains 88 hit points.

Str 19 (+7) **Dex** 13 (+4) **Wis** 15 (+5)
Con 18 (+7) **Int** 6 (+1) **Cha** 5 (+0)
Alignment chaotic evil **Languages** –

Crabman **Level 10 Minion Soldier**
Large natural humanoid (aquatic) XP 125

HP 1; a missed attack never damages a minion. **Initiative** +7
AC 26, **Fortitude** 23, **Reflex** 19, **Will** 21 **Perception** +7
Speed 5, swim 5 Low-light vision

Traits

Aquatic
The crabman can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Standard Actions

Pincers ✦ At-Will
Attack: Melee 2 (one creature); +15 vs. AC
Hit: 9 damage, and the target is grabbed (escape DC 16). While grabbing a creature, the crabman can use *pincers* only against that creature, but it has combat advantage when doing so.

Str 19 (+9) **Dex** 10 (+5) **Wis** 15 (+7)
Con 16 (+8) **Int** 8 (+4) **Cha** 10 (+5)
Alignment unaligned **Languages** Common

Dakon **Level 7 Minion Brute**
Medium natural magical beast XP 75

HP 1; a missed attack never damages a minion. **Initiative** +3
AC 19, **Fortitude** 20, **Reflex** 17, **Will** 19 **Perception** +10
Speed 5

Traits

Cunning Tactics
A dakon gains combat advantage against any enemy that is adjacent to another dakon that is able to take actions.

Standard Actions

Slam ✦ At-Will
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 9 damage, or 11 damage if the target is granting combat advantage to the dakon.

Str 19 (+6) **Dex** 10 (+3) **Wis** 15 (+5)
Con 14 (+5) **Int** 8 (+2) **Cha** 10 (+3)
Alignment unaligned **Languages** Common

Cifal **Level 8 Elite Controller**
Medium natural magical beast (swarm) XP 700

HP 172; **Bloodied** 86 **Initiative** +9
AC 22, **Fortitude** 20, **Reflex** 21, **Will** 19 **Perception** +6
Speed 5 Tremorsense 10
Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks
Saving Throws +2; **Action Points** 1

Traits

Biting Swarm ✦ Aura 1
Any enemy that ends its turn in the aura takes 5 damage.

Flowing Mass
The cifal ignores difficult terrain.

Swarm
The cifal can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The cifal cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Standard Actions

Slam ✦ At-Will
Attack: Melee 1 (one or two creatures); +11 vs. Reflex
Hit: 1d12 + 6 damage, and the cifal can slide the target 1 square. If it does so, the cifal can then shift 1 square into the space the target vacated.

Double Attack ✦ At-Will
Effect: The cifal uses *slam* twice.

Cloud of Vermin ✦ Recharge ⚄ ⁞⁞
Attack: Close burst 2 (enemies in the burst); +11 vs. Fortitude
Hit: 2d6 + 6 damage, and the target is slowed and takes ongoing 5 damage (save ends both).
Effect: The cifal shifts up to its speed to any square in the burst.

Triggered Actions

Spawned Swarm ✦ Recharge when first bloodied
Trigger: The cifal takes damage from a close or an area attack.
Effect *(No Action):* Close burst 2; the area is filled with stinging insects until the end of the cifal's next turn. Any enemy that enters or starts its turn in the area is slowed and takes ongoing 5 damage (save ends both).
First Failed Saving Throw: The target is restrained instead of slowed (save ends).

Str 17 (+7) **Dex** 20 (+9) **Wis** 14 (+6)
Con 14 (+6) **Int** 1 (-1) **Cha** 3 (+0)
Alignment unaligned **Languages** –

Feasting Zombie **Level 6 Minion Brute**
Small natural humanoid (undead), halfling XP 63
HP 1; a missed attack never damages a minion. **Initiative** +6
AC 18, **Fortitude** 19, **Reflex** 18, **Will** 17 **Perception** +3
Speed 5 Darkvision
Immune disease, poison; **Resist** 5 necrotic; **Vulnerable** 5 radiant

Standard Actions
⊕ **Bite** ✦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 8 damage.

Triggered Actions
⸸ **Clamping Bite Death Chomp** ✦ **Encounter**
Trigger: The zombie drops to 0 hit points.
Attack (Immediate Interrupt): Melee 1 (one creature); +11 vs. AC
Hit: 8 damage, and the target is slowed (save ends).

Str 18 (+7) **Dex** 16 (+6) **Wis** 10 (+3)
Con 15 (+5) **Int** 2 (-1) **Cha** 6 (+1)
Alignment unaligned **Languages** –

Fire Elemental **Level 11 Skirmisher**
Medium elemental magical beast (fire) XP 600
HP 107; **Bloodied** 53 **Initiative** +14
AC 24, **Fortitude** 22, **Reflex** 24, **Will** 23 **Perception** +6
Speed 10, fly 6 (clumsy)
Vulnerable cold (see *frozen in place*)

Traits
Frozen in Place
Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn.

Standard Actions
⊕ **Slam** (fire) ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. Reflex
Hit: Ongoing 10 fire damage (save ends).

Minor Actions
Flickering Flame ✦ **At-Will**
Effect: The elemental shifts 2 squares.

Triggered Actions
Seething Fire (fire) ✦ **At-Will**
Trigger: An attack hits the elemental.
Effect (Free Action): Each enemy adjacent to the elemental takes 5 fire damage.

Str 10 (+5) **Dex** 24 (+12) **Wis** 13 (+6)
Con 11 (+5) **Int** 5 (+2) **Cha** 6 (+3)
Alignment unaligned **Languages** understands Primordial

Geoffrey **Level 10 Elite Artillery**
Medium natural humanoid, human XP 1,000
HP 156; **Bloodied** 78 **Initiative** +6
AC 24, **Fortitude** 20, **Reflex** 23, **Will** 22 **Perception** +5
Speed 6
Saving Throws +2; **Action Points** 1

Standard Actions
⊕ **Shocking Grasp** (implement, lightning) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. Reflex
Hit: 2d6 + 10 lightning damage, and the target cannot take actions until the start of its next turn.
⊁ **Magic Missile** (implement, force) ✦ **At-Will**
Effect: Ranged 20 (one creature); the target takes 13 force damage.
⟡ **Cone of Cold** (cold, implement) ✦ **Encounter**
Attack: Close blast 5 (creatures in the blast); +13 vs. Fortitude
Hit: 5d6 + 5 cold damage, and the target is restrained (save ends).
Miss: Half damage.

Move Actions
Levitation ✦ **Encounter**
Effect: Geoffrey gains fly 2 (altitude limit 2) until the end of the encounter.

Minor Actions
⊁ **Fumble** (charm) ✦ **Encounter**
Attack: Range 20 (one creature); +15 vs. Will
Hit: Whenever the target makes an attack roll, it must roll twice and use the lower result (save ends).
⟡ **Scare** (fear) ✦ **Encounter**
Attack: Close blast 5 (enemies in the blast); +13 vs. Will
Hit: The target must use its next standard and move action before the start of Geoffrey's next turn to move as far as it can away from Geoffrey.
Wizard's Fury ✦ **Encounter**
Effect: Until the end of the encounter, Geoffrey can use *magic missile* as a minor action once on each of his turns.

Skills Arcana +15, Intimidate +14
Str 13 (+6) **Dex** 13 (+6) **Wis** 11 (+5)
Con 12 (+6) **Int** 21 (+10) **Cha** 18 (+9)
Alignment evil **Languages** Common, Draconic
Equipment robes, wand

Giant Bat **Level 9 Minion Skirmisher**
Medium natural beast XP 100
HP 1; a missed attack never damages a minion. **Initiative** +11
AC 23, **Fortitude** 20, **Reflex** 22, **Will** 21 **Perception** +12
Speed 2, fly 8 Darkvision

Standard Actions
⊕ **Bite** ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 8 damage.

Flyby Attack ✦ **At-Will**
Effect: The bat flies up to its speed and uses *bite* at any point during that movement. The bat doesn't provoke opportunity attacks when leaving a square adjacent to the target of the attack.

Str 15 (+6) **Dex** 20 (+9) **Wis** 17 (+7)
Con 14 (+6) **Int** 2 (+0) **Cha** 6 (+2)
Alignment unaligned **Languages** –

Giant Sea Snake **Level 10 Soldier**
Huge natural beast (aquatic, reptile) XP 500
HP 105; **Bloodied** 52 **Initiative** +10
AC 26, **Fortitude** 24, **Reflex** 21, **Will** 21 **Perception** +13
Speed 6, climb 6, swim 6 Low-light vision

Traits
Aquatic
The snake can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Standard Actions
⊕ **Bite** (poison) ✦ **At-Will**
Attack: Melee 2 (one creature); +15 vs. AC
Hit: 2d6 + 6 damage plus 1d10 poison damage, and the snake grabs the target (escape DC 18).
⸸ **Constrict** ✦ **At-Will**
Attack: Melee 1 (one creature grabbed by the snake); +13 vs. Fortitude
Hit: 2d12 + 10 damage, and the target is dazed until the end of the snake's next turn.

Skills Stealth +13
Str 23 (+11) **Dex** 17 (+8) **Wis** 17 (+8)
Con 17 (+8) **Int** 2 (+1) **Cha** 10 (+5)
Alignment unaligned **Languages** –

Mordrammo **Level 9 Solo Controller (Leader)**
Medium natural humanoid, human XP 2,000

HP 376; **Bloodied** 188 **Initiative** see *rebirth's alacrity*
AC 23, **Fortitude** 20, **Reflex** 21, **Will** 22 **Perception** +9
Speed 6
Saving Throws +5; **Action Points** 2

Traits

Gaze of the Earth Dragon ✦ Aura 3
Allies in contact with the ground in the aura gain a +2 bonus to saving throws. Enemies in contact with the ground in the aura take a -2 penalty to saving throws.

Indomitable Will
Whenever Mordrammo's turn ends, any dazing, stunning, or dominating effect on him ends.

Rebirth's Alacrity
Mordrammo takes one turn on initiative count 24 and another on initiative count 14. He can take two immediate actions each round, but only one between each of his turns.

Standard Actions

Mace (thunder, weapon) **✦ At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 7 damage plus 1d12 + 10 thunder damage, and the target falls prone.

Earth Dragon's Grasp (force, implement) **✦ At-Will**
Attack: Ranged 20 (one or two creatures); +12 vs. Fortitude
Hit: 1d12 + 10 force damage, and the target is slowed (save ends).
First Failed Saving Throw: The target is restrained instead of slowed (save ends).

Earth Dragon's Breath (fire, implement, necrotic, thunder) **✦ Recharge** ⚄ ⚅
Attack: Area burst 2 within 10 (creatures in the burst); +12 vs. Reflex
Hit: 2d8 + 5 fire and thunder damage, and ongoing 5 fire and necrotic damage (save ends).
Miss: Half damage.

Earth Dragon's Teeth (force, implement) **✦ Encounter**
Attack: Close burst 3 (creatures in the burst); +12 vs. Fortitude
Hit: 2d6 + 5 force damage, and Mordrammo pushes the target up to 4 squares and knocks the target prone.
Effect: Until the end of the encounter, any enemy that ends its turn in Mordrammo's *gaze of the Earth Dragon* aura takes 5 force damage.

Minor Actions

Steal Life (healing, necrotic) **✦ 2/Encounter**
Attack: Close burst 10 (one enemy in contact with the ground in the burst); +12 vs. Will
Hit: The target takes necrotic damage equal to its healing surge value, and Mordrammo or one ally in the burst regains 15 hit points.
Miss: The target takes necrotic damage equal to half its healing surge value.

Skills Intimidate +9, Religion +11
Str 15 (+6) **Dex** 18 (+8) **Wis** 21 (+9)
Con 14 (+6) **Int** 14 (+6) **Cha** 11 (+4)
Alignment evil **Languages** Common
Equipment robes, mace, holy symbol

Giant Wasp **Level 11 Minion Brute**
Medium natural beast XP 150

HP 1; a missed attack never damages a minion. **Initiative** +8
AC 23, **Fortitude** 23, **Reflex** 24, **Will** 22 **Perception** +6
Speed 6, fly 10 (hover)

Standard Actions

Sting (poison) **✦ At-Will**
Attack: Melee 1 (one creature); +16 vs. AC
Hit: 4 damage plus 5 poison damage, and the target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).
Sixth Failed Saving Throw: The target is stunned for 4 hours.

Str 15 (+7) **Dex** 17 (+8) **Wis** 12 (+6)
Con 11 (+5) **Int** 1 (+0) **Cha** 4 (+2)
Alignment unaligned **Languages** –

Grimlock Ambusher **Level 11 Skirmisher**
Medium natural humanoid (blind) XP 600

HP 110; **Bloodied** 55 **Initiative** +9
AC 26, **Fortitude** 25, **Reflex** 23, **Will** 23 **Perception** +7
Speed 6
Immune blinded, gaze effects

Standard Actions

Greataxe (weapon) **✦ At-Will**
Attack: Melee 1 (one creature); +16 vs. AC
Hit: 1d12 + 12 damage, or 2d12 + 24 on a critical hit.

Triggered Actions

Offensive Shift ✦ Recharge when first bloodied
Trigger: An enemy within 2 squares of the grimlock attacks an ally of the grimlock.
Effect (Immediate Reaction): The grimlock can shift 1 square and use *greataxe* against the triggering enemy.

Str 20 (+10) **Dex** 14 (+7) **Wis** 15 (+7)
Con 14 (+7) **Int** 9 (+4) **Cha** 9 (+4)
Alignment evil **Languages** Common, Deep Speech
Equipment greataxe

Gibberling Mob **Level 7 Elite Brute**
Huge natural humanoid (swarm) XP 600

HP 192; **Bloodied** 96 **Initiative** +5
AC 19, **Fortitude** 21, **Reflex** 19, **Will** 17 **Perception** +7
Speed 5 Darkvision
Immune charm, fear; **Resist** half damage from melee and ranged attacks; **Vulnerable** 5 to close and area attacks
Saving Throws +2; **Action Points** 1

Traits

☼ **Fearful Gibbering** (fear) ✦ **Aura** 10
Enemies in the aura take a -2 penalty to all defenses.

☼ **Swarming Swords** (weapon) ✦ **Aura** 1
Any creature other than a gibberling mob that ends its turn in the aura takes 3d8 damage.

Noisy Gibbering
The mob cannot become hidden and can surprise only creatures that cannot hear the mob.

Swarm
The mob can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The mob cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Standard Actions

⨺ **Sword Swarm** (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +12 vs. AC
Hit: 5d8 damage.

✧ **Surging Swords** (weapon) ✦ **Recharge** ⚄ ⁞⁞
Effect: The mob shifts up to its speed. When the mob moves adjacent to an enemy for the first time during the move, the mob can use *sword swarm* on that enemy. If the attack hits a Large or smaller creature, the creature must succeed on a saving throw or fall prone.

Move Actions

Flowing Mob ✦ **Recharge** when the mob is hit by an attack
Effect: The mob shifts up to its speed.

Str 19 (+7) **Dex** 15 (+5) **Wis** 9 (+2)
Con 16 (+6) **Int** 5 (+0) **Cha** 5 (+0)
Alignment unaligned **Languages** –
Equipment 20 longswords

Grimlock Warrior **Level 9 Minion Brute**
Medium natural humanoid (blind) XP 100

HP 1; a missed attack never damages a minion. **Initiative** +5
AC 21, **Fortitude** 23, **Reflex** 20, **Will** 20 **Perception** +6
Speed 6 Blindsight 10
Immune blinded, gaze effects

Standard Actions

⨺ **Greataxe** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 10 damage.

Str 17 (+7) **Dex** 12 (+5) **Wis** 15 (+6)
Con 14 (+6) **Int** 7 (+2) **Cha** 9 (+3)
Alignment evil **Languages** Common, Deep Speech
Equipment greataxe

Human Thug **Level 7 Minion Skirmisher**
Medium natural humanoid XP 75

HP 1; a missed attack never damages a minion. **Initiative** +5
AC 21, **Fortitude** 20, **Reflex** 17, **Will** 18 **Perception** +4
Speed 6

Traits

Rush into Battle
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.

Standard Actions

⨺ **Club** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage.

Str 14 (+5) **Dex** 11 (+3) **Wis** 12 (+4)
Con 13 (+4) **Int** 10 (+3) **Cha** 13 (+4)
Alignment unaligned **Languages** Common
Equipment club

Lacedon **Level 7 Soldier**
Medium natural humanoid (aquatic, undead) XP 300

HP 82; **Bloodied** 41 **Initiative** +9
AC 23, **Fortitude** 19, **Reflex** 20, **Will** 17 **Perception** +9
Speed 8, climb 4, swim 8 Darkvision
Immune disease, poison; **Resist** 10 necrotic;
Vulnerable 5 radiant

Traits

Drowning Embrace
A creature that ends its turn grabbed by the lacedon loses a healing surge. A creature with no remaining healing surges instead takes 10 damage.

Standard Actions

⨺ **Claws** ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d8 + 3 damage, and the ghoul grabs the target (escape DC 16).

⨺ **Mouthful of Flesh** ✦ **At-Will**
Requirement: The target must be immobilized, stunned, or unconscious.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 4d6 + 5 damage, and the target is dazed (save ends).

Triggered Actions

⸸ **Waterlogged** ✦ **At-Will**
Trigger: A creature adjacent to the lacedon hits it.
Attack (Free Action): Melee 1 (the triggering creature); +12 vs. Reflex
Hit: The target falls prone.

Str 19 (+7) **Dex** 19 (+7) **Wis** 13 (+4)
Con 18 (+7) **Int** 11 (+3) **Cha** 11 (+3)
Alignment chaotic evil **Languages** Common

Lis the Vile **Level 10 Artillery**
Medium shadow humanoid, shadar-kai XP 500

HP 79; **Bloodied** 39 **Initiative** +10
AC 24, **Fortitude** 21, **Reflex** 23, **Will** 22 **Perception** +7
Speed 6 Darkvision
Resist 10 necrotic

Standard Actions

Vile Grasp (necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 1d8 + 4 necrotic damage.

Lance of Corruption (necrotic) ✦ **At-Will**
Attack: Ranged 10 (one creature); +16 vs. AC
Hit: 1d8 + 5 necrotic damage, and the target takes a -5 penalty to attack rolls against Lis until the end of Lis's next turn.

Ghastly Visions ✦ **Recharge** ⚅
Attack: Area burst 2 within 10 (creatures in the burst); +14 vs. Will
Hit: 4d8 + 4 damage, and the target is blinded until the start of Lis's next turn.

Maiming Strike ✦ **Encounter**
Attack: Ranged 10 (one or two creatures); +14 vs. Fortitude
Hit: The target is weakened (save ends).
Miss: The target is weakened until the end of its next turn.

Move Actions

Shadow Jaunt (teleportation) ✦ **Encounter**
Effect: Lis teleports up to 3 squares and becomes insubstantial until the start of his next turn.

Minor Actions

Silence of the Dead ✦ **Encounter**
Effect: Lis gains insubstantial until the end of his next turn.

Skills Bluff +14, Religion +10
Str 15 (+7) **Dex** 21 (+10) **Wis** 14 (+7)
Con 13 (+6) **Int** 10 (+5) **Cha** 18 (+9)
Alignment evil **Languages** Common

Neo-Otyugh **Level 11 Elite Controller**
Huge aberrant magical beast XP 1,200

HP 232; **Bloodied** 116 **Initiative** +6
AC 25, **Fortitude** 26, **Reflex** 20, **Will** 23 **Perception** +14
Speed 7, swim 7 Darkvision
Saving Throws +2; **Action Points** 1

Traits

Otyugh Stench ✦ **Aura** 2
Living enemies take a -2 penalty to attack rolls while in the aura.

Threatening Reach
The neo-otyugh can make opportunity attacks against enemies within 4 squares of it.

Standard Actions

Tentacle ✦ **At-Will**
Attack: Melee 4 (one creature); +16 vs. AC
Hit: 3d6 + 9 damage, and the neo-otyugh pulls the target up to 3 squares and grabs the target (escape DC 19).

Massive Maw of Decay (disease, necrotic) ✦ **At-Will**
Attack: Close blast 2 (creatures in the blast); +16 vs. AC
Hit: 2d6 + 7 damage, or 2d6 + 10 against a creature grabbed by the neo-otyugh, and ongoing 5 necrotic damage (save ends). In addition, at the end of the encounter, the target makes a saving throw. On a failure, the target contracts greater otyugh filth fever (stage 1).

Minor Actions

Disgusting Lure (charm, psychic) ✦ **At-Will**
Attack: Ranged 20 (one creature); +14 vs. Will
Hit: 2d8 psychic damage, and if the target does not end its next turn adjacent to the neo-otyugh, the target takes 15 psychic damage.

Triggered Actions

Body Shield ✦ **At-Will**
Trigger: An enemy hits the neo-otyugh while the neo-otyugh has a creature grabbed.
Attack (Immediate Interrupt): Melee 1 (one creature grabbed by the neo-otyugh); +14 vs. Fortitude
Hit: The triggering enemy's attack hits the grabbed creature instead of the neo-otyugh.

Skills Stealth +16
Str 23 (+11) **Dex** 13 (+6) **Wis** 18 (+9)
Con 20 (+10) **Int** 7 (+3) **Cha** 15 (+7)
Alignment evil **Languages** telepathy 10

Greater Otyugh Filth Fever **Level 11 Disease**
Those infected by this disease waste away as they alternately suffer chills and hot flashes.

Stage 0: The target recovers from the disease.
Stage 1: While affected by stage 1, the target loses a healing surge.
Stage 2: While affected by stage 2, the target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.
Stage 3: While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
12 or Lower: The stage of the disease increases by 1.
13-18: No change.
19 or Higher: The stage of the disease decreases by 1.

Ogre **Level 6 Brute**
Large natural humanoid (giant) XP 250

HP 90; **Bloodied** 45 **Initiative** +5
AC 18, **Fortitude** 20, **Reflex** 17, **Will** 16 **Perception** +3
Speed 8

Standard Actions

Greatclub (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +11 vs. AC
Hit: 2d10 + 6 damage.

Rock (weapon) ✦ **At-Will**
Attack: Ranged 10 (one creature); +11 vs. AC
Hit: 2d6 + 5 damage.

Grand Slam (weapon) ✦ **Encounter**
Attack: Melee 2 (one creature); +11 vs. AC
Hit: 4d10 + 4 damage, and the ogre pushes the target up to 2 squares and knocks it prone.
Miss: Half damage, and the target falls prone.

Str 21 (+8) **Dex** 14 (+5) **Wis** 11 (+3)
Con 20 (+8) **Int** 4 (+0) **Cha** 6 (+1)
Alignment chaotic evil **Languages** Giant
Equipment greatclub, 4 rocks

Rot Grub Zombie **Level 8 Skirmisher**
Medium natural humanoid (undead) XP 350

HP 86; **Bloodied** 43 **Initiative** +9
AC 22, **Fortitude** 20, **Reflex** 19, **Will** 17 **Perception** +2
Speed 6
Immune rot grub infestation

Standard Actions

⊕ **Slam** ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 9 damage.

⸸ **Flailing Slam** ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 9 damage.
Effect: Before or after the attack, the zombie shifts 1 square.

⸸ **Rot Grub Hunger** (disease, necrotic) ✦ **Recharge** ⚄ ⁞⁞
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 9 damage plus 2d6 necrotic damage.
Effect: If the target is bloodied, it is exposed to rot grub infestation (see page xx).

Triggered Actions

Corpse Collapse
Trigger: The zombie drops to 0 hit points.
Effect (No Action): A rot grub swarm appears in an unoccupied square adjacent to the zombie.

Str 20 (+9) **Dex** 16 (+7) **Wis** 6 (+2)
Con 14 (+6) **Int** 4 (+1) **Cha** 13 (+5)
Alignment unaligned **Languages** –

Rot Grub Infestation **Level 4 Disease**

Wriggling worms burrow through flesh, gobbling up important tissue and life energy as they feast.

Stage 0: The target recovers from the disease.
Stage 1: While affected by stage 1, the target loses a healing surge and gains vulnerable 5 necrotic.
Stage 2: While affected by stage 2, the target loses two healing surges. The target also takes a –4 penalty to skill checks.
Stage 3: The target dies and, if Small or Medium in size, immediately becomes a rot grub zombie under the DM's control.
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
11 or Lower: The stage of the disease increases by 1.
12 to 17: No change.
18 or Higher: The stage of the disease decreases by 1.

Scarlet Brotherhood Assassin **Level 10 Skirmisher**
Medium natural humanoid, human XP 500

HP 104; **Bloodied** 52 **Initiative** +12
AC 24, **Fortitude** 20, **Reflex** 23, **Will** 22 **Perception** +11
Speed 6

Standard Actions

⊕ **Short Sword** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d6 + 8 damage, or 4d6 + 6 damage if the target is granting combat advantage to the assassin (plus 4d6 damage if the assassin scores a critical hit).

Minor Actions

⸸ **Combat Feint** ✦ **Recharge** ⚄ ⁞⁞
Attack: Melee 1 (one creature); +13 vs. Will
Hit: The target is stunned until the end of the assassin's turn.

Triggered Actions

Deft Retreat ✦ **At-Will**
Trigger: An enemy misses the assassin with a melee attack.
Effect *(Immediate Reaction):* The assassin shifts up to half its speed.

Skills Bluff +15, Insight +11, Stealth +15
Str 13 (+6) **Dex** 21 (+10) **Wis** 13 (+6)
Con 16 (+8) **Int** 14 (+7) **Cha** 20 (+10)
Alignment evil **Languages** Common
Equipment short sword

Selzen Murtano **Level 7 Striker**
Medium natural humanoid, human

HP 57; **Bloodied** 28; **Healing Surges** 8 **Initiative** +7
AC 22, **Fortitude** 19, **Reflex** 22, **Will** 19 **Perception** +6
Speed 6

Traits

First Strike
At the start of each encounter, Selzen has combat advantage against any creature that has not yet acted in the encounter.

Standard Actions

⊕ **Rapier** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 1d8 + 7 damage, or 2d8 + 7 damage if the target is granting combat advantage to Selzen.

Move Actions

Tactical Trick ✦ **At-Will**
Effect: Selzen moves up to his speed, and he does not provoke opportunity attacks when leaving squares adjacent to his allies. Until the end of his turn, he has combat advantage against enemies that are adjacent to one or more of his allies.

Triggered Actions

Backstab ✦ **Encounter**
Trigger: Selzen makes a basic attack against a target granting combat advantage to him.
Effect *(Free Action):* Selzen gains an additional +3 power bonus to the attack roll, and if the attack hits, it deals an additional 2d6 damage.

Slip Aside ✦ **Encounter**
Trigger: An attack against AC or Reflex hits Selzen.
Effect *(Immediate Interrupt):* Selzen takes only half damage from the triggering attack.

Skills Bluff +10, Stealth +12, Thievery +12
Str 7 (+1) **Dex** 18 (+7) **Wis** 6 (+1)
Con 15 (+5) **Int** 16 (+6) **Cha** 14 (+5)
Alignment good **Languages** Common
Equipment studded leather, rapier, thieves' tools

Shadow Strangler **Level 9 Artillery**
Medium shadow humanoid XP 400

HP 53; **Bloodied** 26 **Initiative** +8
AC 23, **Fortitude** 18, **Reflex** 21, **Will** 22 **Perception** +6
Speed 8 Darkvision
Resist insubstantial; **Vulnerable** 5 radiant

Traits

Born of Shadows
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

Standard Actions

⊕ **Shadowy Touch** (necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. Reflex
Hit: 2d6 + 5 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.

Blinding Shadows (necrotic) ✦ **At-Will**
Attack: Ranged 10 (one creature); +14 vs. Reflex
Hit: 2d6 + 5 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.

Strangling Darkness (necrotic) ✦ **Recharge** ⚄ ⚅
Attack: Ranged 10 (one creature); +14 vs. Fortitude
Hit: The target is restrained and takes ongoing 15 necrotic damage (save ends both).

Devouring Dark (necrotic) ✦ **Encounter**
Attack: Area burst 2 within 10 (enemies in burst); +14 vs. Reflex
Hit: 1d10 + 7 necrotic damage, and the target is blinded until the end of the strangler's next turn.
Miss: Half damage.

Skills Arcana +10, Stealth +13
Str 12 (+5) **Dex** 19 (+8) **Wis** 14 (+6)
Con 17 (+7) **Int** 12 (+5) **Cha** 19 (+8)
Alignment evil **Languages** Common

Sovereign Wraith **Level 8 Soldier**
Medium shadow humanoid (undead) XP 350

HP 89; **Bloodied** 44 **Initiative** +11
AC 24, **Fortitude** 20, **Reflex** 22, **Will** 21 **Perception** +6
Speed 0, fly 6 (hover); phasing Darkvision
Immune disease, poison; **Resist** 10 necrotic

Traits

Insubstantial
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.

Spawn Wraith
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.

Standard Actions

⊕ **Spectral Sword** (necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. Fortitude
Hit: 2d8 + 2 necrotic damage, and the target grants combat advantage and takes ongoing 5 necrotic damage (save ends both).
Effect: The wraith marks the target until the end of the wraith's next turn.

Lonely Death (illusion) ✦ **Recharge** ⚁ ⚄ ⚅
Effect: The wraith uses *spectral sword*. If the attack hits, all creatures except the wraith are invisible to the target (save ends).

Skills Stealth +14
Str 15 (+6) **Dex** 20 (+9) **Wis** 15 (+6)
Con 17 (+7) **Int** 14 (+6) **Cha** 19 (+8)
Alignment evil **Languages** Common

Su Ambusher **Level 11 Minion Soldier**
Medium fey beast XP 150

HP 1; a missed attack never damages a minion. **Initiative** +13
AC 27, **Fortitude** 21, **Reflex** 25, **Will** 23 **Perception** +14
Speed 7 (forest walk), climb 7 Darkvision

Standard Actions

⊕ **Claw** ✦ **At-Will**
Attack: Melee 1 (one creature); +18 vs. AC
Hit: 8 damage.

Seize Prey ✦ **At-Will**
Effect: The ambusher moves its speed and makes the following attack at any point during the move.
Attack: Melee 1 (one creature); +14 vs. Fortitude
Hit: 8 damage. If the ambusher continues the move after the attack, it pulls the target with it and does not provoke opportunity attacks from the target.

Triggered Actions

Tribal Fury ✦ **Encounter**
Trigger: An ally within 3 squares is first bloodied.
Effect (Free Action): The ambusher uses *claw*.

Grasping Claws ✦ **Death**
Trigger: The ambusher drops to 0 hit points.
Effect (Immediate Interrupt): The ambusher uses *claw*.

Skills Acrobatics +16, Athletics +13, Stealth +16
Str 16 (+8) **Dex** 22 (+11) **Wis** 19 (+9)
Con 17 (+8) **Int** 2 (+1) **Cha** 14 (+7)
Alignment unaligned **Languages** –

Succubus **Level 9 Controller**
Medium immortal humanoid (devil, shapechanger) XP 400

HP 90; **Bloodied** 45 **Initiative** +8
AC 23, **Fortitude** 19, **Reflex** 21, **Will** 23 **Perception** +8
Speed 6, fly 6 Darkvision
Resist 10 fire

Standard Actions

⊕ **Corrupting Touch** ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 3d6 + 6 damage.

⸸ **Charming Kiss** (charm) ✦ **At-Will**
Attack: Melee 1 (one creature); 12 vs. Will
Hit: The target cannot attack the succubus. The effect lasts until the succubus or one of its allies attacks the target, the succubus drops to 0 hit points, or the succubus uses this power again. If the target is affected by *charming kiss* at the end of the encounter, the effect lasts until the succubus fails to kiss the target during a 24-hour period. See also *loyal consort*.

↷ **Dominate** (charm) ✦ **At-Will**
Attack: Ranged 5 (one creature); +12 vs. Will
Hit: The target is dominated until the end of the succubus's next turn.

Minor Actions

Change Shape (polymorph) ✦ **At-Will**
Effect: The succubus alters its physical form to appear as a Medium humanoid until it uses *change shape* again or until it drops to 0 hit points. To assume a specific individual's form, the succubus must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.

Triggered Actions

Loyal Consort (charm) ✦ **At-Will**
Trigger: A melee or a ranged attack targets the succubus while it is adjacent to a creature affected by its *charming kiss*.
Effect (Immediate Interrupt): The triggering attack instead targets the creature affected by the succubus's *charming kiss*.

Skills Bluff +15, Diplomacy +15, Insight +13
Str 11 (+4) **Dex** 18 (+8) **Wis** 19 (+8)
Con 10 (+4) **Int** 15 (+6) **Cha** 22 (+10)
Alignment evil **Languages** Common, Supernal

Troll **Level 9 Brute**
Large natural humanoid XP 400

HP 120; **Bloodied** 60 **Initiative** +8
AC 21, **Fortitude** 22, **Reflex** 18, **Will** 18 **Perception** +6
Speed 8

Traits

Regeneration
The troll regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the troll takes fire or acid damage, its regeneration does not function on its next turn.

Troll Healing (healing)
Whenever an attack that doesn't deal acid or fire damage reduces the troll to 0 hit points, the troll does not die and instead falls unconscious until the start of its next turn, when it returns to life with 15 hit points. If an attack hits the troll and deals any acid or fire damage while the troll is unconscious, it does not return to life in this way.

Standard Actions

⊕ **Claw** ✦ **At-Will**
Attack: Melee 2 (one creature); +14 vs. AC
Hit: 3d6 + 7 damage. If the attack bloodies the target, the troll uses *claw* against it again.

Str 22 (+10) **Dex** 18 (+8) **Wis** 14 (+6)
Con 20 (+9) **Int** 5 (+1) **Cha** 9 (+3)
Alignment chaotic evil **Languages** Common, Giant

Umber Hulk **Level 12 Elite Soldier**
Large natural magical beast XP 1,400

HP 248; **Bloodied** 124 **Initiative** +11
AC 28, **Fortitude** 25, **Reflex** 23, **Will** 22 **Perception** +13
Speed 5, burrow 2 (tunneling) Darkvision, tremorsense 5
Saving Throws +2; **Action Points** 1

Standard Actions

⊕ **Claw** ✦ **At-Will**
Requirement: The umber hulk must not have a creature grabbed.
Attack: Melee 2 (one creature); +17 vs. AC
Hit: 3d6 + 10 damage.

⸸ **Double Attack** ✦ **At-Will**
Effect: The umber hulk uses *claw* twice. If both attacks hit the same target, the umber hulk grabs the target (escape DC 20).

⸸ **Rending Claws** ✦ **At-Will**
Effect: Melee 2 (one creature grabbed by the umber hulk). The target takes 40 damage.

Minor Actions

✧ **Confusing Gaze** ✦ **At-Will** (1/round)
Attack: Close blast 5 (creatures in the blast); +15 vs. Will
Hit: The umber hulk slides the target up to 5 squares, and the target is dazed until the end of the umber hulk's next turn.

Str 26 (+14) **Dex** 16 (+9) **Wis** 14 (+8)
Con 20 (+11) **Int** 5 (+3) **Cha** 11 (+6)
Alignment unaligned **Languages** –

Water Elemental **Level 11 Controller**
Medium elemental magical beast (aquatic, water) XP 600

HP 111; **Bloodied** 55 **Initiative** +8
AC 25, **Fortitude** 24, **Reflex** 23, **Will** 22 **Perception** +5
Speed 6, swim 6
Vulnerable cold (see *sensitive to cold*)

Traits

Aquatic
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Sensitive to Cold
Whenever the water elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn.

Standard Actions

Slam ✦ At-Will
Attack: Melee 1 (one creature); +14 vs. Reflex
Hit: 2d6 damage, and ongoing 10 damage (save ends).

Whirlpool ✦ Encounter
Attack: Close burst 2 (enemies in the burst); +14 vs. Fortitude
Hit: 4d6 + 7 damage, and the elemental slides the target 3 squares.

Minor Actions

Drowning Essence ✦ At-Will (1/round)
Effect: The elemental slides each creature that has ongoing damage from its *slam* 2 squares.

Str 20 (+10) **Dex** 16 (+8) **Wis** 11 (+5)
Con 15 (+7) **Int** 5 (+2) **Cha** 8 (+4)
Alignment unaligned **Languages** understands Primordial

Wyvern **Level 10 Skirmisher**
Large natural beast (mount, reptile) XP 500

HP 106; **Bloodied** 53 **Initiative** +10
AC 24, **Fortitude** 24, **Reflex** 22, **Will** 20 **Perception** +12
Speed 4, fly 8 (hover) Low-light vision

Traits

Aerial Agility
While the wyvern is flying, its rider gains a +2 bonus to all defenses.

Standard Actions

Bite ✦ At-Will
Attack: Melee 2 (one creature); +15 vs. AC
Hit: 2d8 + 9 damage.

Claws ✦ At-Will
Requirement: The wyvern must be flying.
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d6 + 5 damage, and the target falls prone.

Sting (poison) **✦ At-Will**
Attack: Melee 2 (one creature); +15 vs. AC
Hit: 2d6 + 3 damage, and the wyvern makes a secondary attack against the target.
Secondary Attack: +13 vs. Fortitude
Hit: The target takes ongoing 10 poison damage (save ends).

Flyby Attack ✦ At-Will
Effect: The wyvern flies up to its fly speed and uses bite or claws once during that movement. It doesn't provoke opportunity attacks when moving away from the target of the attack.

Str 24 (+12) **Dex** 17 (+8) **Wis** 15 (+7)
Con 18 (+9) **Int** 2 (+1) **Cha** 8 (+4)
Alignment unaligned **Languages** –

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